

ENGLISH PILOT

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THE SECOND BOOK

THE SECOND PART.

Describing the Sea-Coasts, Capes, Bays, Gulfs, Roads, Harbours, Moles, Rivers and Ports, together with the Soundings, Sands, Rocks and Dangers in the

Mediterranean Sea.

Also shewing the Courses and Distances from one Place to another: The Setting of the Tides and Currents; the Ebbing and Flowing of the Sea:

Being furnished with New and Exact Charts, Draughts, and Descriptions, gathered from the Experience and Information of divers Able and Judicious Navigators.

Not heretofore Printed in ENGLAND.

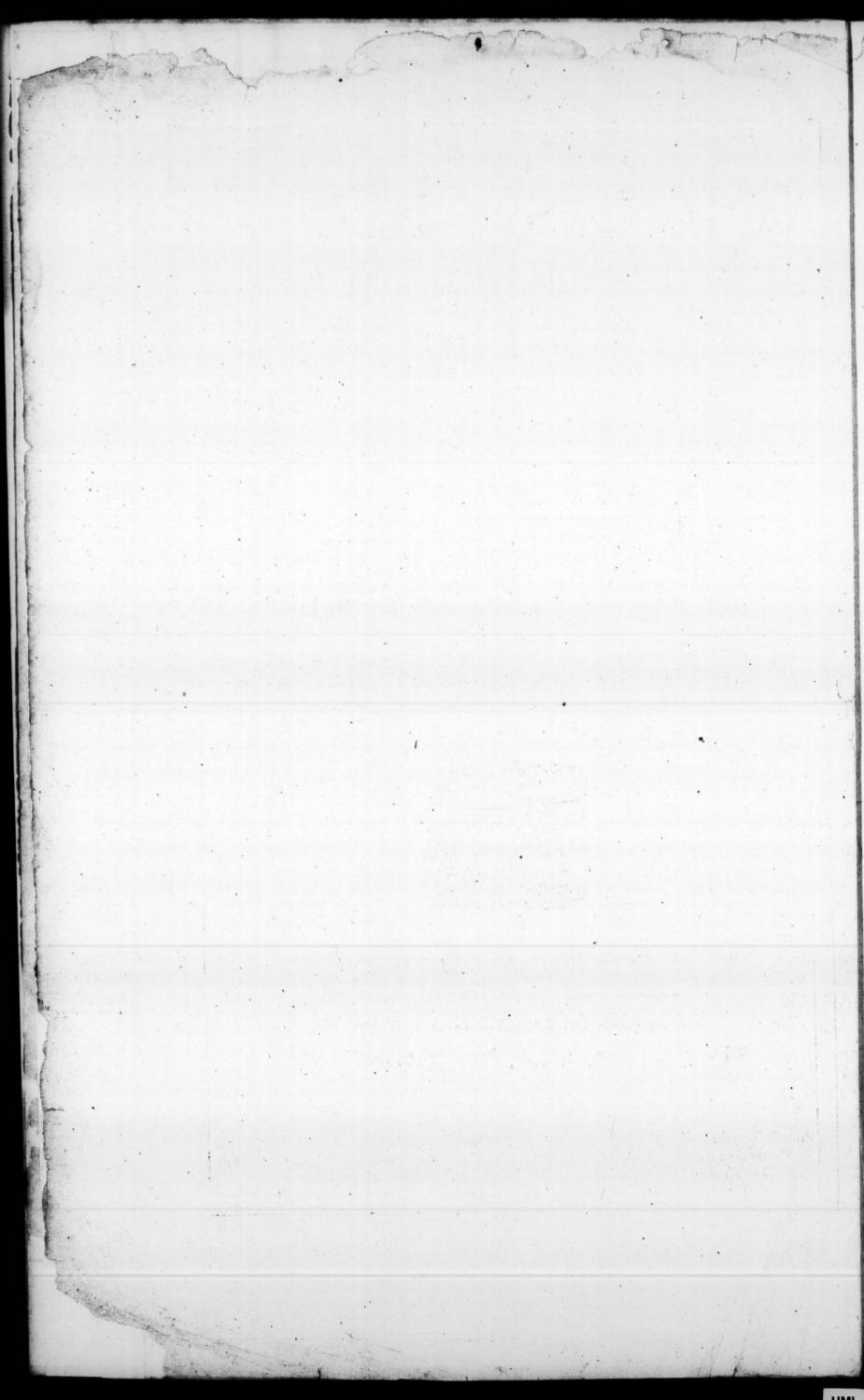


Cum Privilegio Regis Majestatis.

Published for the Benefit of our Country-Men, By John Seller, Hydrographer to the KING.

LONDON,

Printed by John Darby, for John Seller, at the Hermitage-stairs in Wapping; William Fisher, at the Postern-Gate on Tower-Hill; John Thornton, at the Plat in the Minories; John Colson, in Marsh-Yard in VV apping; James Atkinson, at Cherry-Garden stairs in Redriff, M. DC. LXXVII.





Charles R.



HARLES the Second, By the Grace of God, King of England, Scotland, France, and Ireland, Defender of the Faith, &c. To all Our loving Subjects, of what degree, condition, or quality soever, within any Our Kingdoms or Dominions, greeting. Thereas We have been given to understand, that Our Trusty and Well-beloved Subject, John Seller, Our Hydrographer in Ordinary, hath been for these several Pears last

past, Collecting and Composing two large Treatises of Mabigation, the one Entituled the English Pilot, the other the Sea Atlas, Describing the Sea-Coafts, Capes, Head-Lands, Bays, Roads, Rivers, Harbors, Rocks, Sands, Soundings, Shoals, and places of Danger in molt of the known parts of the World; a Work of very great Expence and Colt, and not heretofoze performed in this Dur Kingdom: The first Part whereof being now fully and entirely Kinished; The are informed, that Endeabours are made by some of our Subjects, secretly to Copy and Reprint the same, but under another Title, to the great prejudice and discouragement of the said John Seller. Wie therefoze taking the same into Dur Princely Consideration, and minding the great Alefulnels of this Work, have thought fit, for his future Encouragement, hereby to beclare Dur Pleafure; And accordingly Tae do by these Presents strictly prohibit and forbid all Dur Subjens, within Dur Kingdoms of Great Britain and Ireland, to Copy, Epitomize, oz Reprint the faid Treatifes of Nabigation, [Entituled The English Pilot, and The Sea Atlas] in Whole of in part, of under any other Name of Title Whatfoever; of to Copy or Counterfeit any of the Paps, Plats, or Charts, that Mall be in the faid Treatifes, within the term of thirty Pears next ensuing the date of thefe Prefents, Without the Confent and Approbation of him the faid John Seller, his heirs, Erecutors, or Alligns. And that no such 2500ks, Waps, Charts, 02 plats, 02 any part 02 Copy thereof, be Imported from beyond the Seas, etther under the Rame of Dutch Waggoners, 02 Lightning Columnes, 02 under any other Name whatfoever, during the faid term of thirty Pears, As the Persons offending will answer the contrary; Not only by the Forfeiture of the faid Books, Plats, Charts, or Paps, but at their utmost peril. Tabercof as well the Mardens and Company of Stationers of our City of London, As all and lingular Dur Officers of Dur Customs in our post of London, or any other place within our Dominions; And all other Dur loving Subfects, whom it may concern, are to take particular Potice, that due Dbedience be given to this Our Royal Command accordingly.

Given under Our Signet and Sign Manual, at Our Court at White-Hall, the two and twentieth day of March, 1672 in the three and twentieth Year of Our Reign.

By His Majesties Command.

Arlington.

To all Captains, Commanders, Ingenious Mariners, and other Persons of our English Nation, concerned in Maritime Affairs.

WORTHY GENTLEMEN,

His ensuing Treatise, being a Description of the Sea-Coasts of the MEDITERRANEAN, and the first that hath been Published in England, is humbly presented unto you, and I hope it will be kindly accepted. For it cannot but resect upon that Honour we have always been entitled to, for preceding other Nations in the Art of

Navigation, that the Hollander should do that for us in English, that may be better performed here; especially if all Commanders, and Ingenious Mariners, would please to make it their Business (as I have heretofore intreated in my former part of the English Pilot) to promote a Design so useful to the Nation, to Communicate their Observations and Experience to those that are concerned in this Undertaking. For want of which Information, we have been forced (in this present Treatise) to follow the Dutch, but no further than was Consonant to Reason and general Approbation, and where we were wanting of better Information from our Country-Men, with the Emendation of many Errors and Absurdities. As (to instance one) the mistake of Dutch for English Leagues throughout the whole Straits Waggoner, which fault did escape our Notice till Chap. 4. Page 49, because we have not found the like in any of the other parts of the Dutch Waggoner, which the Reader is intreated to remember; but from the aforementioned page to the end of this Treatife, the Leagues are English, as they ought to be.

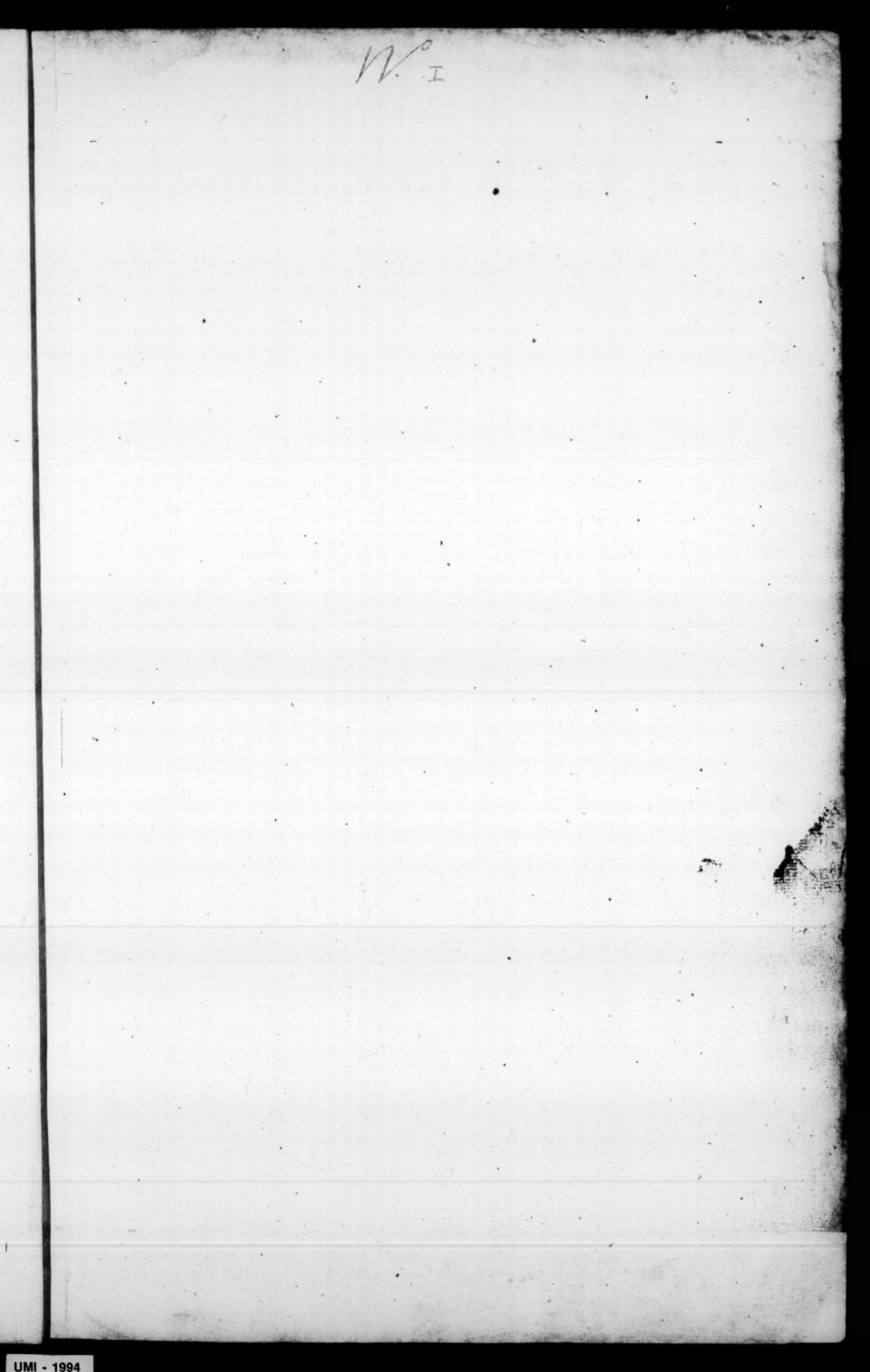
And here I thought good publickly to advertise the Reader, that for the better Management of my so Chargeable and Difficult an Undertaking, I have accepted the Assistance of my worthy Friends, Mr. William Fisher, Mr. fohn Thornton, Mr. fohn Colson, and Mr. fames Atkinson, as my Copartners in the English Pilot, Sea Atlas, and in all Sea-Charts, Plain and Mercator; We resolving unanimously (by Divine Assistance) to spare neither Cost nor Pains, to render the whole of this Design the most Compleat of any Extant. And here we do Intreat the help of all Ingenious Persons, that can Contribute any thing to the Persection of this Work; promising kindly to Accept, and carefully to Publish, any Information we shall receive for the Benefit of the Publick. So hoping for your Compliance in this so reasonable a Request, and intreating that you would give Life to this Undertaking by your Encouragement, I

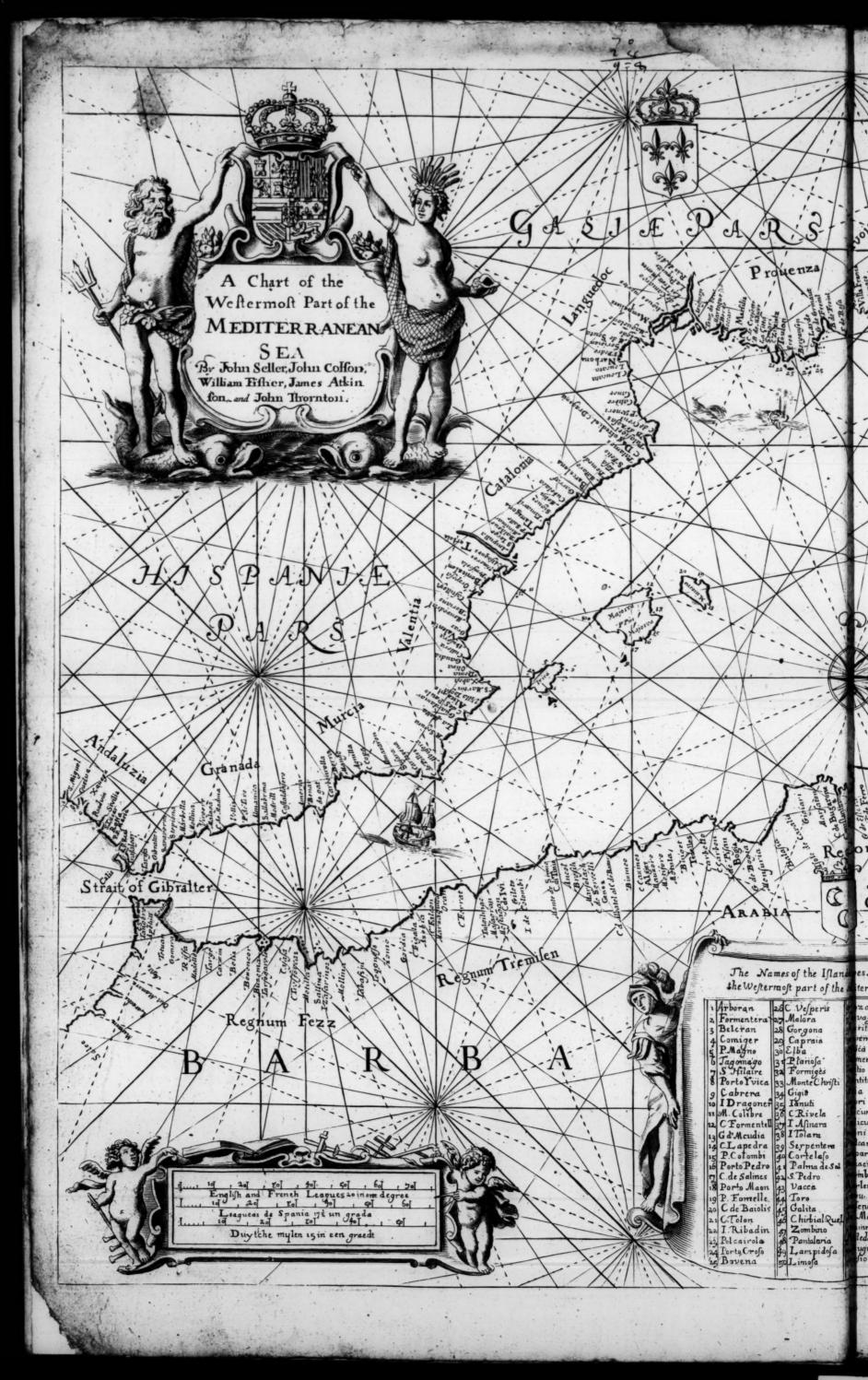
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From my Honse at the Hermitage-stairs in Wapping, July 24. 1677. Your Friend,

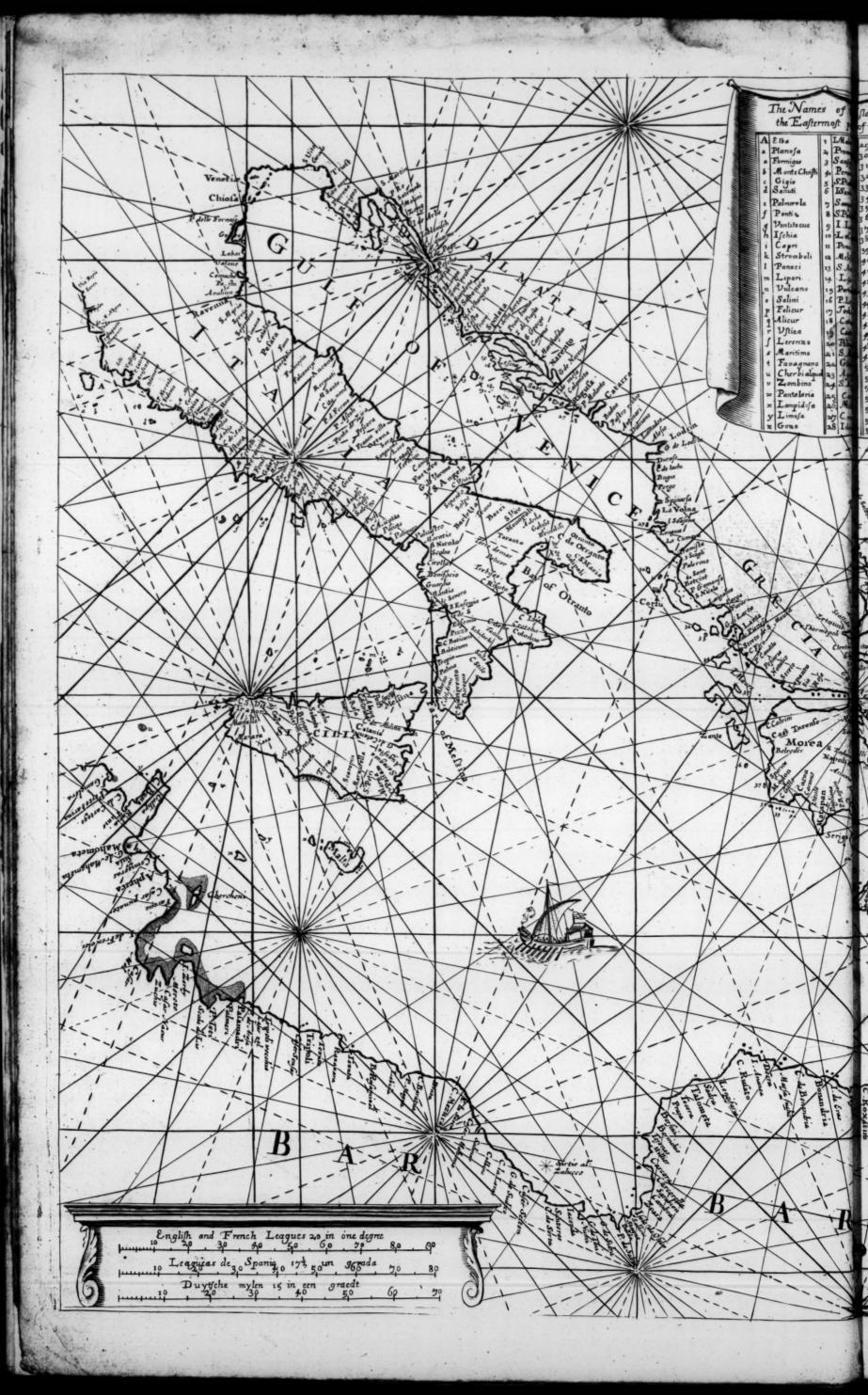
and real VVell-wisher,

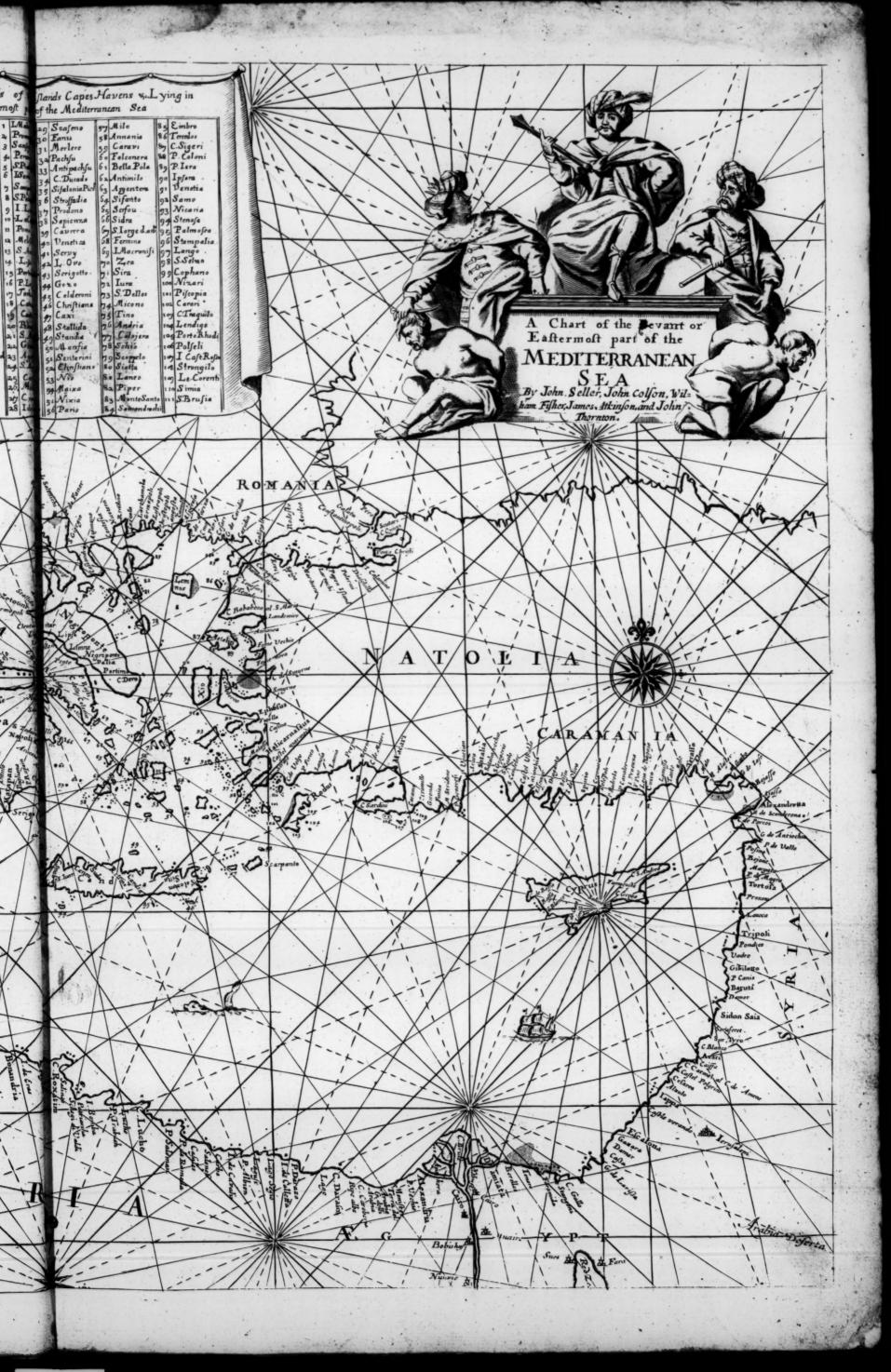
JOHN SELLER.



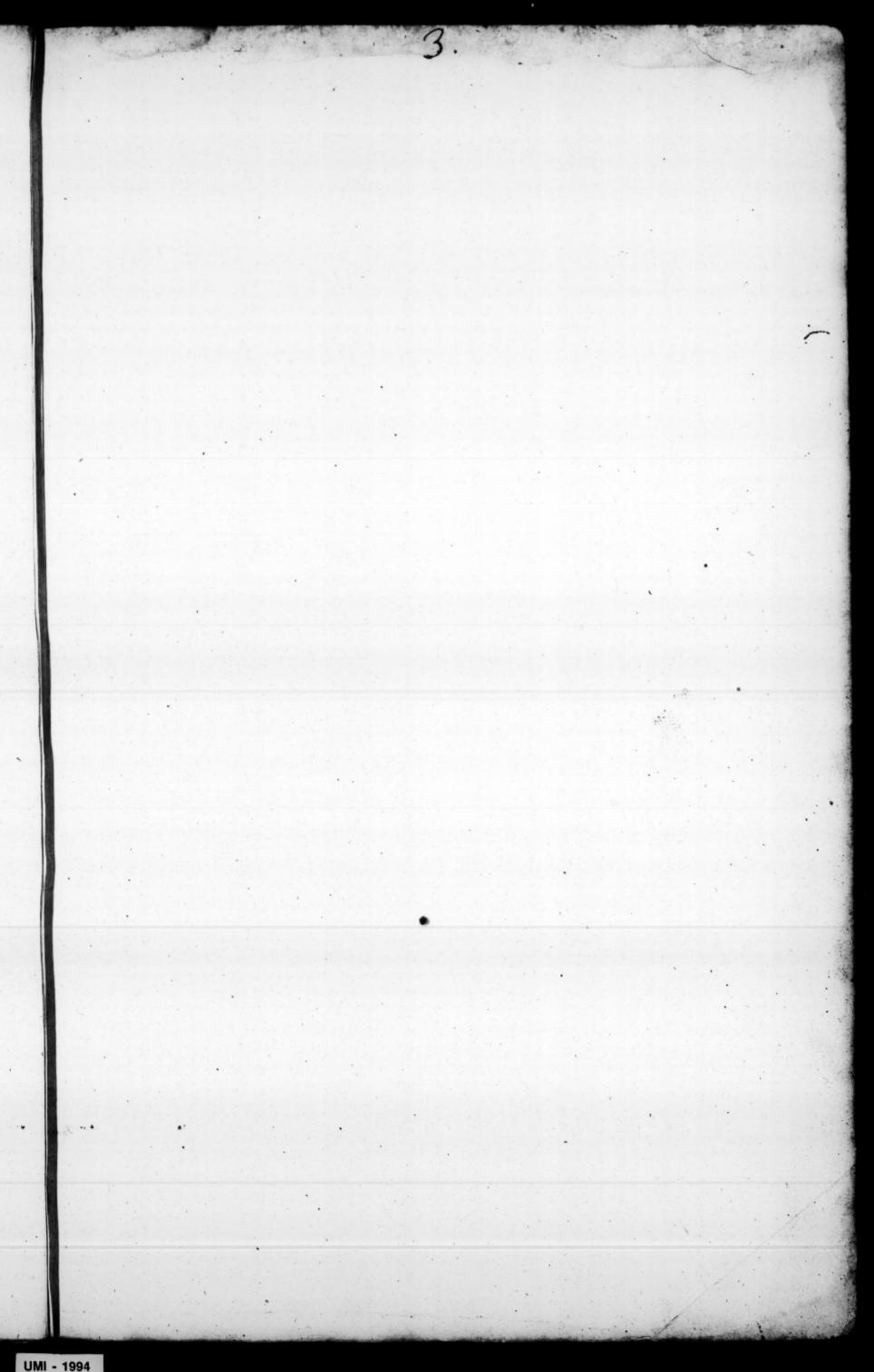








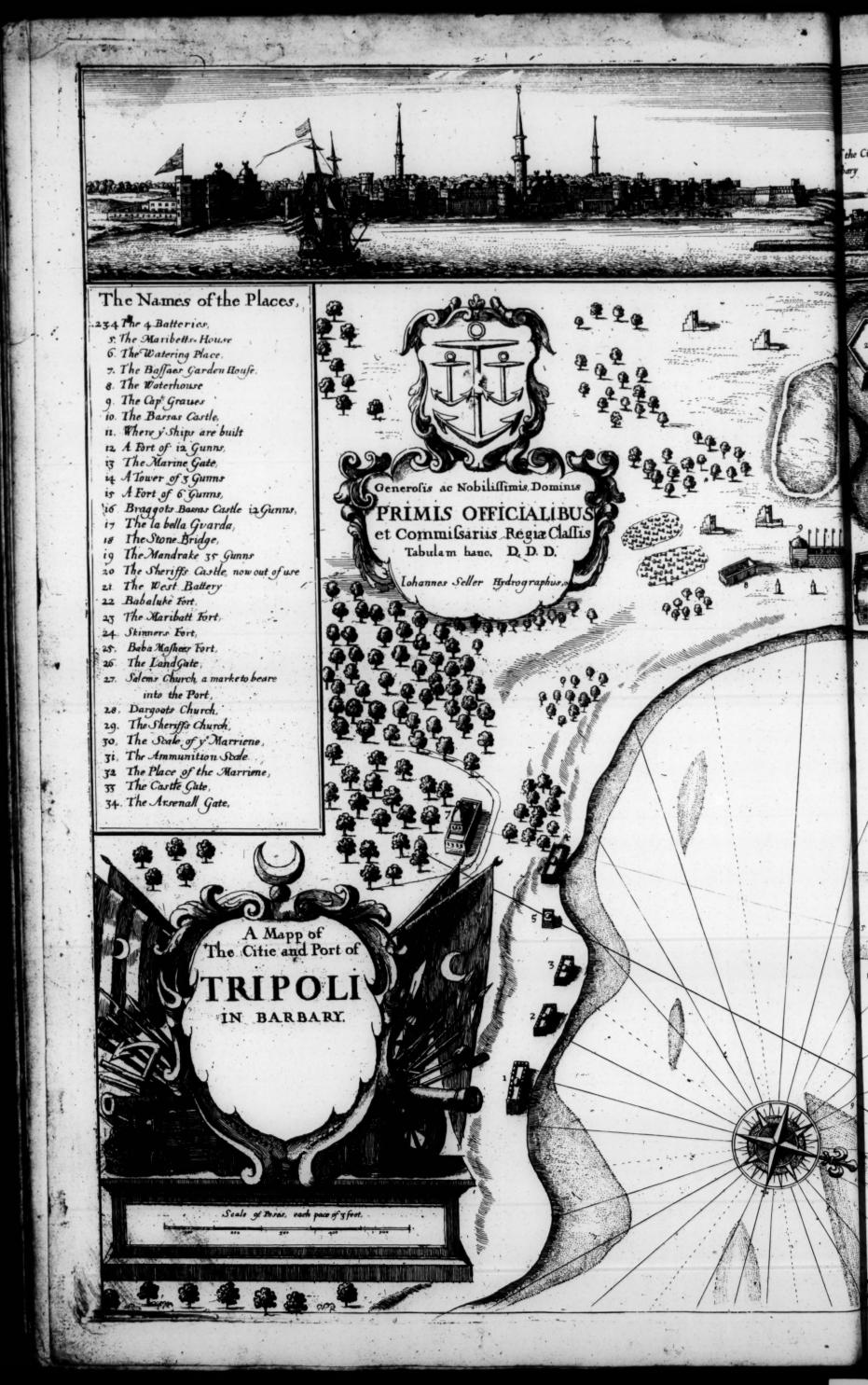
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The English PILOT. 12

THE SECOND BOOK.

The Second Part.

Describing the Sea Coasts, Bayes, Roads, Gulphs, Harbors, and Moulds; the Islands, Rocks, Shoals, and Dangers in the Mediterranean Sea.

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CHAP: I.

Describing the Sea Coasts of Spain, from Cales through the Strait of Gibralter, as far as Cape Saint Martin, as also the Coasts of Barbary, from Arzila unto the Island Tabarca.

To Sail into the Straits Mouth coming from Cales.



Oming from Cales, intending to Sail into the Straits of Gibralter, passing by the Point of St. Sebastian (which is the Westermost Point of the Island Gales) steer away S. by E. and S. S. E. towards Cape Trafalgar, until you are got a good way with-

towards Cape Trafalgar, until you are got a good way without the Land, for to avoid the Spanish Coast which is foul. There lying off a stony Bank W. and by S. from the Island Tarisfa, about two Leagues and a half off to Seaward, upon which there is no more than 8, 9, or 10 Foot Water; when it Blows hard, you may see the Sea break upon them. The distance between Cape Sebastian and Cape Trafalgar, is about Nine Leagues South West by West from Cape Trafalger, a little League distant lieth a blind Rock, of which you must have a great care, and to the Northward of this Cape lieth a Town called Conill; there is a fair Bay where you may Anchor in 12, 13, or 14 Fathom clear Ground. When you are somewhat without Cape de Trafalgar, steering away S. S. E. and S. E. by S, then you will make the Coast of Barbary within Cape Spartel, (commonly called Cape Sprat) and you are then about thwart of Tangier, which lies in a great Sandy Bay.

Upon the West Point of this Bay of Tangier standeth a Castle, which stands high, and over that upon the high Land, standeth a Watch-Tower, and likewise to the Eastward of Tangier, standeth an old ruinous Watch-Tower, by which Marks Tangier is very easily known. From Tangier to Apehill, the Coast lieth E. N. E. and to Sail right through the Straits your Course is E. by N.

To Sail through the Scraits by Might.

Keep nearest to the Barbary shore, which is very clear, To Sail and there you can take no harm. About two Leagues through in and a half to the Eastward of the Island Tariffa, lieth the Point of Cabrita, which is the West Point of the great Bay of Gibralter, which lieth over against the Mountain of Gibralter; a little to the Westward of the same is a good Road for a N. E. Wind, where you may Ride in 12, 10, or 8. Fathom Water; not far from the Shoar thwart of a great Rock which lieth close by the Water side, a little to the Eastward of the Fire-Tower, and a little to the Westward of the Fire Tower, upon the Point between which Fire Towers is a fair Sandy Strand, there you made Ride smooth, being sheltered from the violence of the Western grown Sea.

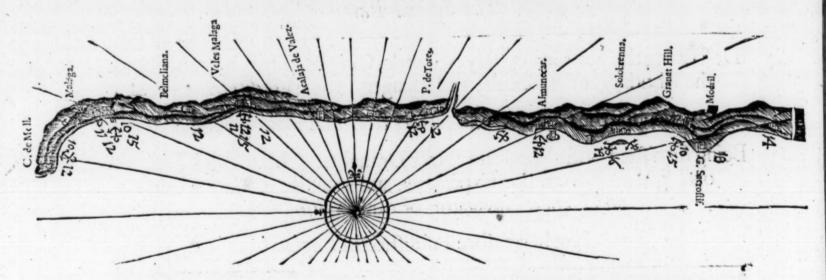
To Anchor in the Bay of Gibralter.

At Gibralter is a fair Bay almost like a Haven: And if you desire to come to an Anchor in the Bay, then Sail so far into it, till the innermost Point of Gibralter A

Stone-Bank. doth bear East from you, or there-abouts, where you Wind bloweth right in. From thence are brought will have 5 or 6 Fathom clear Ground. You lie in good Wines. the Bay Landlockt for a West Wind. From the top of Gibralter Hill cometh a South Wind, but a S. W.

In the Road of Gibralter, a S. W. Moon makes the highest Water, there goes but little Tide: the Water Ebbs and Flows about three or four Foot.

The Spanish Coast from Malaga to Modril.



When you fet Sail from the Road of Gibralter with an Easterly Wind, it is good to bear up somewhat before the Wind toward the West shoar, and so Sail out along by the Lee shoar; for the Easterly Winds do fall with fuch Whirlings from the high Land of Gibralter, that you will be hardly able to get out of the

Bay along the high Land.

When you come from the Eastward, and would To Sail out of Sail out of the Straits, and that you are some-what near the Spanish Coast, you must be careful that you bring the Hill of Gibralter against the high Land of Barbary, and in regard the Land to the Northward of Gibralter is low, it shews like the opening of the Straits; which mistakes have happened to some, that have Sailed into the Bay, that they thereby have loft their Ships: Therefore take good Observation of that Place.

An Observation of the Tide, and how to turn out of the Straits Douth, the Wind being Westerly.

At Tangier and Tariffe, a S. W. by S. Moon maketh Full Sea on the shoar, but in all parts of the Straits Mouth the Flood runs until a W. and by S. Moon; all the other parts of the Straits Mouth have the Flood out of the West, which runs in from Cape Sprat and Cape Trafalgar, on each fide along by the Shoar, much stronger than in the middle to the Eastward, as far as Cape Cabrita on the Spanish side, and Apes-hill on the Barbary fide; and at these two Points meets the Flood that cometh out of the N. E. about the Point of Gibralter, and runs S. W. unto the Straits Mouth all the first quarter Flood, and the remainder of the Tide, the Flood fetteth from the Point of Gibralter W. S. W. towards Cape Cabrita; at the top of High-water, there cometh always out of the West between two Capes a Race of a Current, which spreadeth the whole Straits Mouth from side to fide, but continues on either fide feldom longer than half an Hour, but in the middle of the Straits Mouth the Current runs to the Eastward very strong. All the Tide of Ebb, and the Race of a Current, falleth always between Apes hill and Cape Cabrita, at a W. les a Light-House, thwart of this you may Anchor

by S. Moon, and at that instant begins the Ebb on the West side of these two Points to run to the Westward. The Tide of Ebb on the Spanish Coast runs from Cape Cabrita, about two Leagues broad from the Shore as far as the Island of Tariffe, and runs between the Island and the Main, all the Tide of Ebb along by the shoar towards Cape Trafalgar; but on the South fide of the Island the Ebb runs very narrow, except it be in a fet of fair Weather: The Tide of Ebb on the Barbary fide runs from Apes-hill, but narrow along the shoar as far as the Point of Alcafar, but on the West side Alcafar. of the Point thwart the Bay, the Tide runs about three Miles broad, and at Cape Malabata, which is the Eastermost Point of the Bay of Tangier, about two Miles broad, and so continues to the Westward out to Cape Sprat, and from thence the Ebb runs S. W. along the shoar towards Salley: The Ebb to the Eastward of Cape Cabrita and Apes-hill, is begun by the aforesaid Race of a Current, which spreadeth from one side to the other, between Gibralter and Sueta Point, and runs in E. N. E. in the Middle, and from the Point of Apes-hill to the Point of Sueta along the shoar, all the first half Tide, and the remaining half Tide the Current runs from Cape Gabrita E. S. E. into the Straits, by the Point of Sueta; and from the Point of Gibralter, the first half Ebb runs N. E. into the Straits towards Cape Flangerola, thwart the Cape Trafalgar; about three Miles distant from the Shoar lies a Rock nine Foot under Water, between which Rock and the Cape, you may Sail through the Island of Tariffa; W. by S. lies a Ledg of Rocks & 9, and 10 Foot under Water, which may be feen in foul Weather by the breach of the Sea.

At the East side of the Island of Tariffa, is a good Road for an Easterly Wind, in which you may Apchor between 20 and 18 Fathom Water in clear hard Ground, but not come to Anchor nearer to the Mand than 13 Fathom, because near the S. E. Point of the Island is foul Ground: The best of the Road is with the South Point of the Island W. S. W. from you, and the Sand-hill W. N. W. and there you shall find 14 Fathom Water clear Ground; between this Island and Cape Cabrita, there is no Danger, but what always lies above Water: In the middle of this Bay

Apes-Hill.

in twelve Fathom, the Ground blew Clay, and that is a good Road for a N. E. Wind, you may borrow on the Cape, the Rock on the Westward of the Cape to five Fathom, a little to the Westward of the Western Point of the Bay of Gibralter, thwart a little Valley in the fair way; between this Point and the Cape Cabrita, is a Rock eight Foot under Water, and by the East side of this Rock is twelve Fathom Water; at the Point of Malabata lies a ledge of Rocks joyning to the Land, that stretcheth a little way into the Sea, but all above Water, and you shall have five Fathom Water fair by the Rocks. Note, the Tide of Ebb runs very strong to the Westward by this Point round the Bay of Tangier.

To Anchor in the Bay of Tangier, in clear Ground, bring the Castle that stands in the N. W. Corner of the Town, over the North-wall of the Town, and Cape Malabata N. E. and there is between 9 and 10

l'athom at full Sea.

To turn through the Straits Mouth, the Mind being Welterly.

You must ply to Windward on the Spanish side, from the Point of Gibralter to Cape Cabrita, and from thence to the Island of Tariffa; but you must turn about the Cape a little before High-water, that you may have time to make two or three short Boards to the Westward of the Cape before the Race of a Current comes out of the West, which continues but a very little while, which being past the Ebb begins to run unto the Westward, and runs so strong that you may turn up to the Island in one Tide of Ebb: But if you cannot, you may stop the Flood any where between the Cape and the Island, in 12 or 14 Fathom Water, and there you must Anchor until so much of the Flood be spent, that you may get over to the Barbary side, to take the Tide of Ebb there; and if you fall a little to the Westward of the Point Alcafara, you may get into the Bay of Tangier by a low Water, from whence you may turn out at plea-

fure observing the Tide. Estepona lies fix Leagues and a half North Easterly

from Gibralter, between which stands divers Fire-Towers: On the Coast there is good Anchor-Ground, if you will come to an Anchor to the Eastward of Gibralter, near to the next Fire-Tower on Gibralter, then let Gibralter bear S. S. W. from you, and drop your Anchor in 25 Fathom, where you will have good Ground and black Sand; but if you Anchor at the fecond Tower, there is a Valley where you may ferch Water, and Anchor in 20 and 22 Fathom, good Ground. Here is the best lying for a Levant, to Sail out of the Straits. Before Estepona you may Anchor in fourteen Fathom Water, this is a-place where you may load Fruit and Wine: -Six Leagues to the Eastward of Estepona lieth Maribella, between which stands five Watch Towers; from Gibralter to Maribella the Course is N. E. by M. distant twelve Leagues: If Maribella. you steer in for Maribella, take notice of two great Pack Houses, standing upon the Strand, and also a great Foursquare Watch-Tower near to the East-side of the Pack-Houses, then bring the Gate of the City to be seen between the Pack-Houses and the Watch-Tower, where you may Anchor in 9 or 10 Fathom; for right before the Town: the Ground is not good about a Saker shot to the Eastward of the City, you may have fresh Water.

From Maribella to Fangenla, the Course is E. N. E. about five Leagues and a half distant, between Fangerola them stands five Watch-Towers: Fangerola is a Ca- and some few Trees about it, on the Water side there

stle in a fair Sandy Bay; there is good Anchor Ground in 7 or 8 Fathom, and the Ground is even, here you may have shelter for W. S. W. Winds.

From Fangerola to Cape de Moll, or Cape de Ma- Cape de laga, the West Point of the Bay of Malaga, the Course is E. N. E. almost three Leagues; from Cape de Malaga to the City of Malaga, the Course is N. E. and N. E. by N. four Leagues; between which there is a good fair shore; you may Anchor any where in 10 or 12 Fathom.

Malaga you may know by this; there stands a Fort Malaga. on the East side aloft, there are two Walls descending downwards toward the Sea to another Fort; that which used to be the best Road, is now quite spoiled, by reason of throwing of Ballast. If you The Road would come to an Anchor in the Road, bring the before Head to bear N. by E. from you, where you may An- Malaga. chor in 10, 11, 12, 13, or 14 Fathom Water, where there is good Ground, and the Anchors will

hold fast: There you are fafe from the Moors.

Velez Malaga lies distant from Malaga E. by N. five Velez Ma-Leagues, and there is between both a lower good laga. Ground to Anchor: About a League Westward from Velez Malaga, stands a little Castle; next to which is good to Anchor in 10 or 12 Fathom near the next Tower, to wit, the thickest that stands in the Castle, there is fresh Water to be got: The City of Velez Malaga lies about a League within the Land, there stands on the shoar a great Pack-House like to a Fort; if you would Anchor at Velez Malaga coming from the West, you must shun the West corner, for there reaches a Bank something far into the Sea, near to the Watch-Tower Westward from Velez Malaga, but if you run along the shoar, not coming nearer than 10 or 11 Fathom, you shall be clear of the aforesaid Bank: When you are come fo far that the City of Velez Malaga bears right East of the aforesaid Pack-House or Tower which stands upon the shoar, you may drop your Anchor there in 10 or 12, or in 8 Fathom, The Road there is all good and clear Ground. From Velez Ma- to West of laga to Almunecar, the Course is East 11 or 12 Leagues car. distant, between both there is a fair and good Coast, fo that you may fafely Anchor within all the Points that be there between. Two Leagues Westward from Almunecar, there lies a Point whereon stands a Fire-Tower, within which there is a good shelter against a West Wind. If you would Anchor at Almunecar, then Anchor to the Westward of the Rock whereon the little Chappel standeth, in 12 Fathom; there is good Ground, and there you may lie safe, and shelter-

ed from an East, and W. N. W. Wind. Solobrenua lieth three Leagues to the Eastward of Solobrena. Almanecar, and is a small Town with a little Chappel, and lies upon a Mountain a little about the East Point of Almanuear: Right against Solobrenna, lies a little Island. If you would Anchor at Solobrenna, you must go to the Westward of the Island, where you may lie safe from an E. N. E. Wind, for then you shall have shelter under the East Point of Almanucar; you may also come to an Anchor on the Eastward of the Island, but on the West side is the best Road, and there lie all the Ships that come to an Anchor in this place, where you will have 14 or 15 Fathom Water, good Ground, more outwardly you will have 16 Fathom; if occasion require, you may Run between the Island and the Main, where there is 16 or 17 Foot Water, round the Island it is fair and good Ground, and therefore you may Sail close to the Shoar without fear: Two Leagues to the Eastward of Solobrenna, in the same Bay lieth Modril, half a Mile from Modil the Sea side within the Land. It hath two Churches,

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stands a Four-square Steeple: If you will Anchor there, you must come near to the said Steeple which stands by the Water-side, where you will have 12 or 13 Fathom Water, fo that you may fee the Steeple upon the East Point, just to be without the other Point, where there is good Ground, and there you may lie safe from the East Wind. But a South Wind, or S. E. Wind, as at this, fo at all the other Places upon these Coasts, makes this a Lee shoar. When you come from Cape de Gat, and would go to Modril, then when you are past the low Land of Almeria three or four Leagues (Sailing three or four Leagues from the Land) you will see lying before you a plain long and cross Point; and about three Leagues to the Westward of it, you shall see another hilly Point, that is the East Point of Modril, called Cabo de Sacrastifneer, to the Westward of which lieth Modril, from the East Caffle de Point of Modril to the Cassle de Fiero, it is three Leagues E. N. E. that is a little Castle lying on the Water-side upon a round Hill, near to which is a safe

Road for Westerly Winds. From the Castle de Fiero to Adra, the Course is East fix Miles; the Coast is all low and plain Land thereabouts, as far as Almeria, fo that in some places being a League from the Shore, you cannot fee the Land that is by the Sea, but within the Land it is very high Land: As it is in many Places in the Mediteranean Sea. In these Parts especially, you must come to an Anchor under the high as well as upon the lower Land, because that you cannot have Opportunity to get into a Haven. And if you are constrained to come to an Anchor in a Road, you must be careful to have all in a readiness (in regard of the Storms) to carry out Anchors against it, sometimes you will be fore warned of a Storm a day and a half before it comes, by the Noise of the Sea; when the Wind is not directly upon the Shoar, you are not in fo much danger, for the Sea breaks its force much against the high Land. And the Seas also are very high against you, therefore you must make use of good

Anchors and Cables, to Ride it out withal.

From Adra to Almeria, the Course is N. E. four Leagues; Almeria lies in a fine Bay, in which you may Anchor in any place where you will, and there lie sheltered from a West S. W. and an East S. E. ward of Gartag Wind; there is a low fair and good Ground, if you fie to beknown

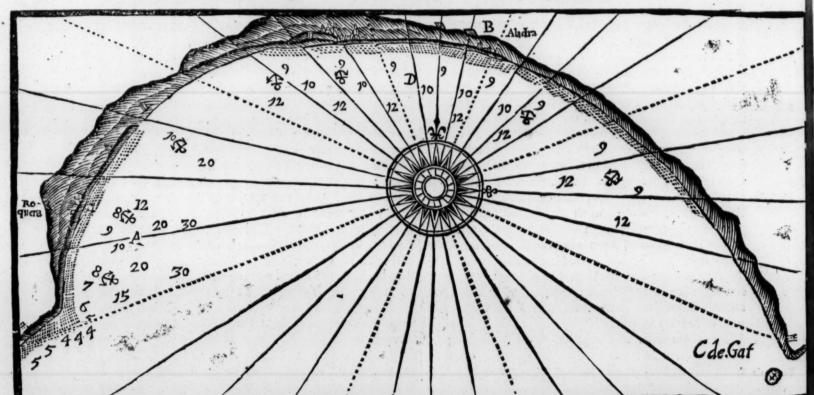
will come to an Anchor, at any place where you will, and lie sheltered from a W. S. W. and E. S. E. Wind, there is a low fair and good Ground: If you will An- Almeria; chor at Almeria, you must bring Cape de Gat to bear E. S. E. and the Point of the low Land (that lies Westward from the Town). S. W. somewhat Westerly; and the Castle N. somewhat Easterly, there you may Anchor in good Ground in fixteen Fathom Water. From Almeria to Cape de Gat, the Course is S. E. by East, four large Miles; over against Cape Cape de de Gat, there is good Anchoring for an Easterly Gat Wind, but about a quarter of a League South by West, or S. S. W. or thereabouts from the Point lies a blind Sunken Rock, not above eight Foot under Water, and some say not more than four or five Foot, of which you must be careful, if you come from the East, Sailing about the Cape toward Almeria: Or if coming from Almeria alongst by the Cape, and you would Sail out, or would come to an Anchor behind the same, when the Wind blows hard you may eafily fee the Sea break upon ir.

About a League E. by N. from Cape de Gat, there lies a fair Bay, and a very commodious Road and shelter, for a Westerly and Southerly Wind; but an East and S. E. Wind makes it a Lee Shore. Five or fix Leagues to the Eastward of Cape de Gat, is The Road another good Road against a S. W. Wind, you must to the always Anchor there to the Eastward of the Point, of Cape near to a little Rock that lies above Water, in 13 de Gat. or 14 Fathom, but the Ground is Rocky and uneven.

About seven or eight Leagues Eastward of Cape de Gat, lies a Castle in a great Sandy Bay close by the Water, next to which is a good Road for Ships, when the Wind is either Northerly or Easterly, there the Land stretcheth S. W. by S. and N. E. by N. from one Point to another; and the Castle lies in the middle between the two Points.

From Cape de Gat to Almazaron, the Course is Almazaron N. E. by N. about eighteen Leagues, Almazaron litch in a great Bay: There is a Castle, and to the Eastward of it there is a Rock, upon which stands a Watch-Tower; there you may Anchor in good Ground. From Almazaron to Gartagena, the Course is E. N. E. sive Leagues: Two Leagues to the Westward of Gartagena, lies a stat Hill, which is very easie to beknown

A Draught of the Bay of Almeria, drawn from the Road in 13 Fathom, noted with the Letter A. the Castle bearing West N. W. and the West Point of the Bay bearing S. W. a little League, the City Almeria bearing N. E. by E. two great Leagues. The Castle noted with the Letter B. N. E. by E. 4 Leagues, and Cape de Gat bearing E. by S. about 5 Leagues distant.



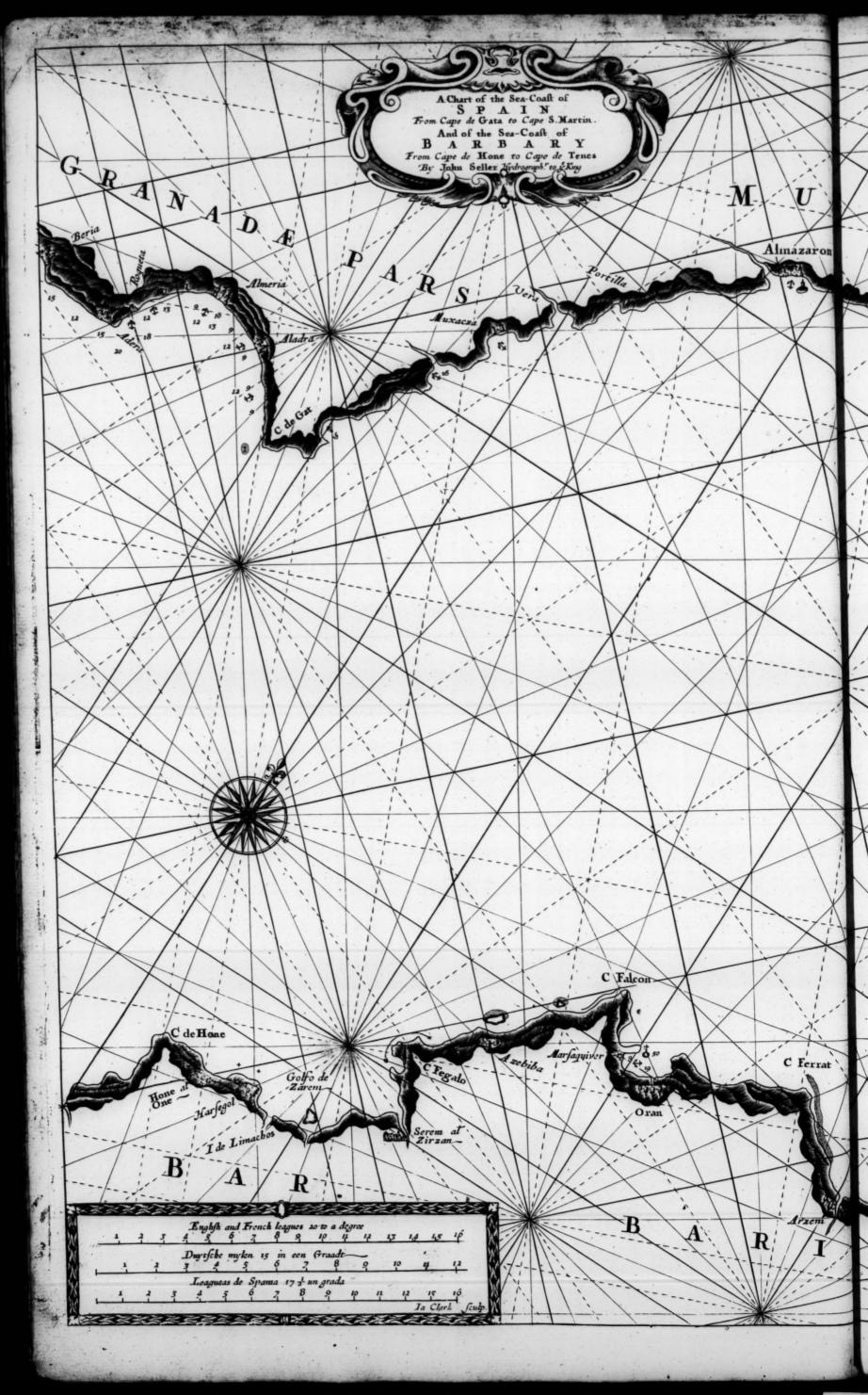
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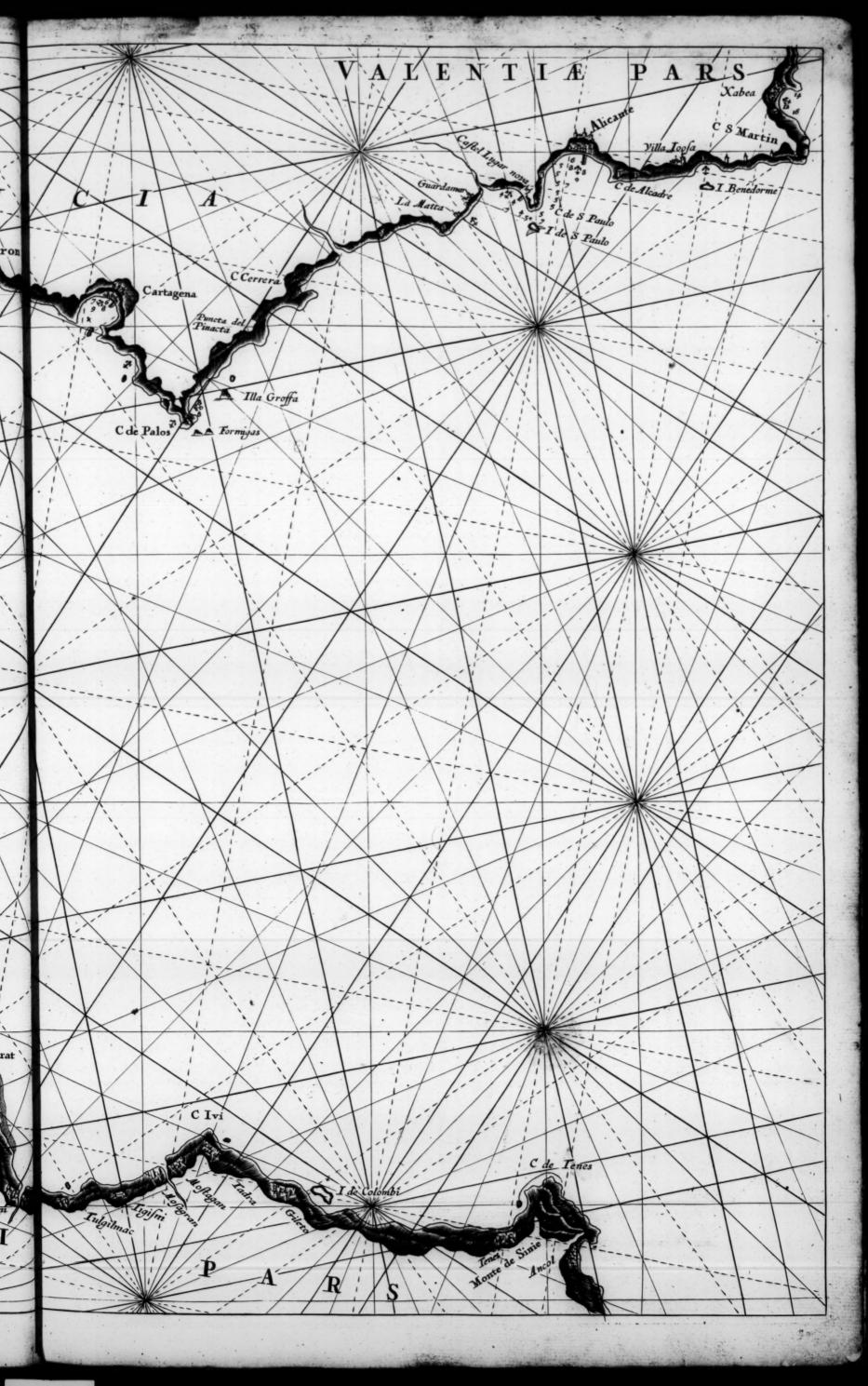
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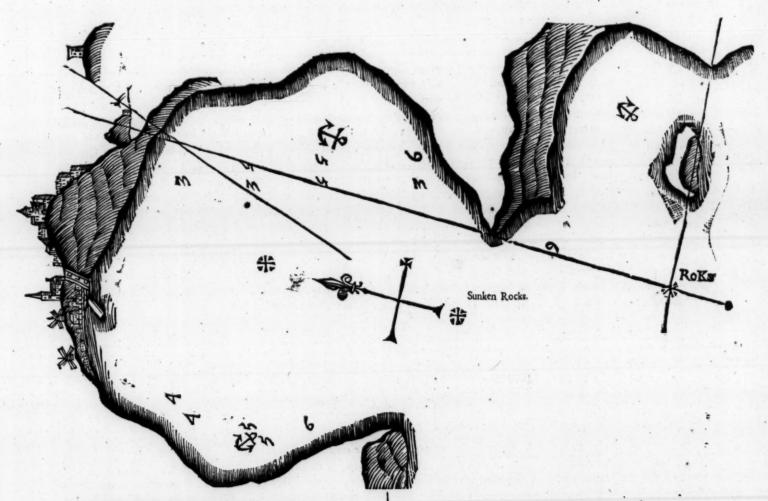
To Sail into the Haven of Cartagena, coming from the Castward.

If you would Sail into this Haven coming from the Eastward, then run between the East Point and the little Hill, it's not very wide, but deep enough, for you will have fifteen, fixteen, and seventeen Fathom and more, Shingly Ground, Sail in Northerly; this Haven beareth from one Point to another, N. N. W. and S. S. E. When you are past the Point that lies on the N. East shore, then leave the East shore and gain the West side, because the second Point on the East shore is not good, for there lies Sunken Rocks ten or twelve Foot under Water; also in the midst of the Haven there lies a blind Rock, uneven and bare, 'Island.

whereon is no more then four or five Foot Water, but on both fides of the Rock it is large and broad.

Before the Haven in the Sea lies a high Island, but not very long; toward the West two Hundred or three Hundred Fathom from the Island there lies a Rock with two sharp Points, lying about eleven Foot under Water, about a Boat's length broad above, but on both fides sharp. The Marks of this Rock are these, when you are upon it, the East Point of the entry of the Haven is then even with the upright part of the highest Castle of the Town. There stands a white Tower in the Valley of the Town, when that bears just with the West side of an old Mill, the Westermost that stands on high, this is a good longst-Mark; and for a thwart Mark, the Point that lies East, comes to bear even with the Point of the

The Bay of Cartagena.



The Parks to escape the Sunken Rocks are thefe:

When you come into the Haven, when you look look from the Westward of the City into a low Valley, the lowest you can see up in the Countrey, also there stands a white Mill to the Westward of the Town, you must bring the Mill to bear right with the Valley, you will Sail right with the Rock; but if you bring the Mill on either side of the Valley, then you will go clear of this Sunken Rock.

To Sail into the haven of Carragena, coming from the Westward.

If you come from the Westward to the Haven of Cartagena, you may Sail from one side to another,

for it is broad enough; you have nothing to fear but only the aforesaid little Hill, which is foul on the West side, and the Rock that lies in the middle of the Haven; then Sail on Northerly to the City, and come to an Anchor before it, yet nearest to the Western shore, where you will have 5, 6, or 8 Fathom Water, then will the East Point of the Haven bear S. S. E. from you, and the West Point S. by W. and S.S. W. close by the City there is 8, 9, and 10 Foot Water.

Eastward from the Haven of Cartagena lies a great Sandy Bay, where there is good Anchoring with a N. W. and Northerly, and a N. E. Wind. From Cartagena to Cape de Palos the Course is E. by Care Palos. South five Leagues; under this Cape (on the West fide) is good Anchoring when the Wind is either East or N. E. Upon the Cape stands a great Fire-Tower East N. E. The third part of a League from the

Cape, lies two Rocks above Water, of which two! the Eastermost is the greatest, between both lies a Sunken Rock; you may Sail between these two Rocks and Cape de Palos. Two Miles to the Northward of the Cape lies a great Clift or Rock, called Ilha

Ilha Groffa,

Island St.

From Cape de Palos to Ilha Groffa the Coast is directly North: Almost half a League to the Northward of the Cape, and a Gun-shot to the Northward of the Fire-Tower (which lies upon the outermost Point of the Cape) there is a fair Sandy Bay, and good Riding for Westerly Winds, you may Ride there in eight Fathom Water in Sandy Ground. Between the foresaid Tower and the Island, you may be supplied with Wood to burn, you may have it for fetching. From Cape de Palos to Alicant, there is a good shore along the whole Coast, you may Sail along the Coast in 12 or 13 Fathom, but the Land to the Northward of the Cape, five or fix miles unto the Point of Alicant, is full of Hills and Dales all along the Sea-Coast, and the innermost Land is high: Therefore if you lie by the Wind in the night time, you must be careful that you Sail not upon the shore, for the innermost Land being high may deceive you.

From Cape de Palos towards Alicant till you come to the Island St. Paulo, the Course is N. N. E. fourteen And then from the Island St. Paulo to Alicant, the Course is N. N. W. and N. by W. three Leagues; when you come to that Island, you must shun it, because there lies a small Ridg S. W. by W. and N. E. by E. into the Sea, but you may Sail'over it in seven or eight Fathom, you may Sail through between the Island and the Main; but there lies between both a Sunken Rock, but you may Sail between the Rock and the Island. When you are passed by the The Road Island, then keep on a Northerly Course toward Aliof Alicant. cant, you may fafely run alongst the shore in four or five Fathom. And when you are come before Alicant,

you may come to an Anchor right before the Head,

so that you may see through the Gates of the Head,

in five, fix, or feven Fathom, which is the best of

N. E. from you. And you may Anchor in 12, or 13 Fathom, according as you think best.

To Sail from Alimatta to fetch Salt, you must run Allimatta. to the Southward close to the shore, in four Fathom, till you come about the Point near the Island of Sr. Paulo, and being past the Point, you shall see a Cafile called Lugar Nova, bring it to bear N. E. from you, and Anchor there in four Fathom; then the Eastermost Point bears E. by N, and the Castle Guardamor S. W. and the Land to the Southward of the Castle S. S. W. from you. This is a good Road for N. E. and a S. W. Wind; the Castle Guar-Guardadamore stands upon a Hill, and a little to the South- mor Castle ward of it lies Allimatta in the Valley: It is a foursquare Fire-Tower, with a Wall, and no Houses there-abouts, it is also the first Tower to the Southward of the Castle.

Before Allamatta is no good Riding for an Easterly and Southerly Wind, therefore you must lie close by the Castle Lugra Novo: But if you would Anchor before Lamatta for quick Lading, then come to an Anchor near the Fire-Tower, in seven or eight Fathom. If you go up in the rop, you may fee the Salt on the Land; there you may Ride fafe for a S. W. Wind, but you must keep good watch in the night time, that the Turkish Galleys do not surprize you.

From Alicant to the Island from the Benidorme, the Benidorme Course is N. E. four little Leagues; this is a high Island, and lies a small League from the Land, next to the Island is a fair sandy Bay, where there is good shelter for a S. W. and a West Wind, but you are not fafe from the Turks that are at War with you, for there is no Fort nor Fortification to fecure you. From the Island to Cape St. Martin, the Course is N. E. four little Leagues: Cape St. Martin is a high and steep Point, Cape St. but hath low outward Land coming from the West, Martin. and seeing the Cape eight or nine Leagues from you, then you cannot discern the Shore-side, although it lie a good way from the high Hill which you fee; and therefore you must shape your Course more Easterly than to the high Hill, to prevent your running on the the Road; then the East Point thereof will bear E. Land indark Weather.

A Description of the Sea Coasts of Barbary, from Penon de Velez, to Algier.

South, somewhat Easterly; and North, somewhat Westerly about seven Miles the Royal City of Tangier, being at present one of the most principal Cities and Holds, that his Majesty hath in all Affrica: The Difcourse of the Conveniencies of the Road and Mould, is related at large in the beginning of this Chapter, before which is a good Road and shelter where you may lie safe from an East, and a S. E. as also a South and a S. W. Wind.

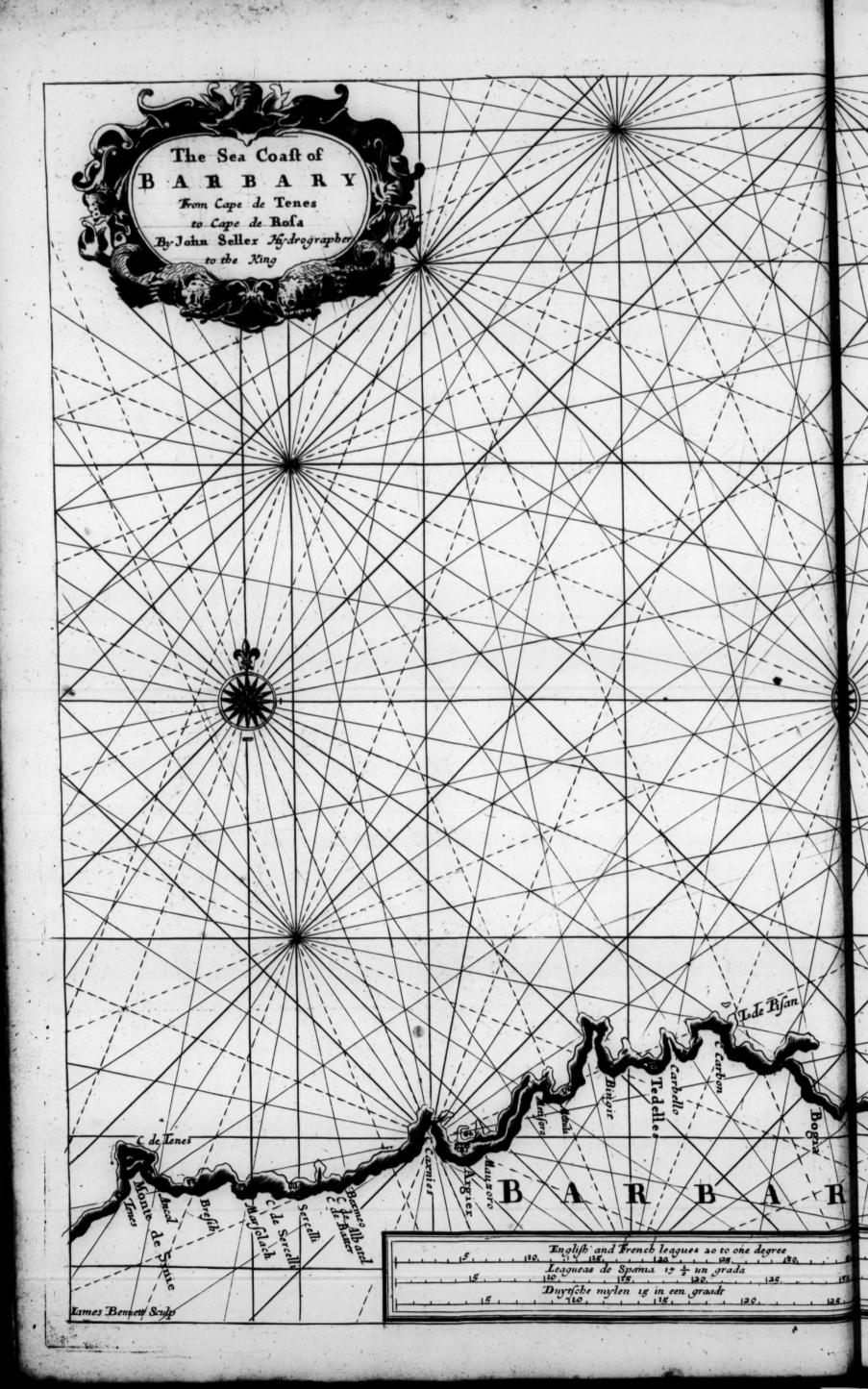
From Tangier to Seuta the Course is E. by N. six Leagues; before Seuta is a fair Bay and good Ground, and fafe Riding for a S. E. S. W. South, or a West

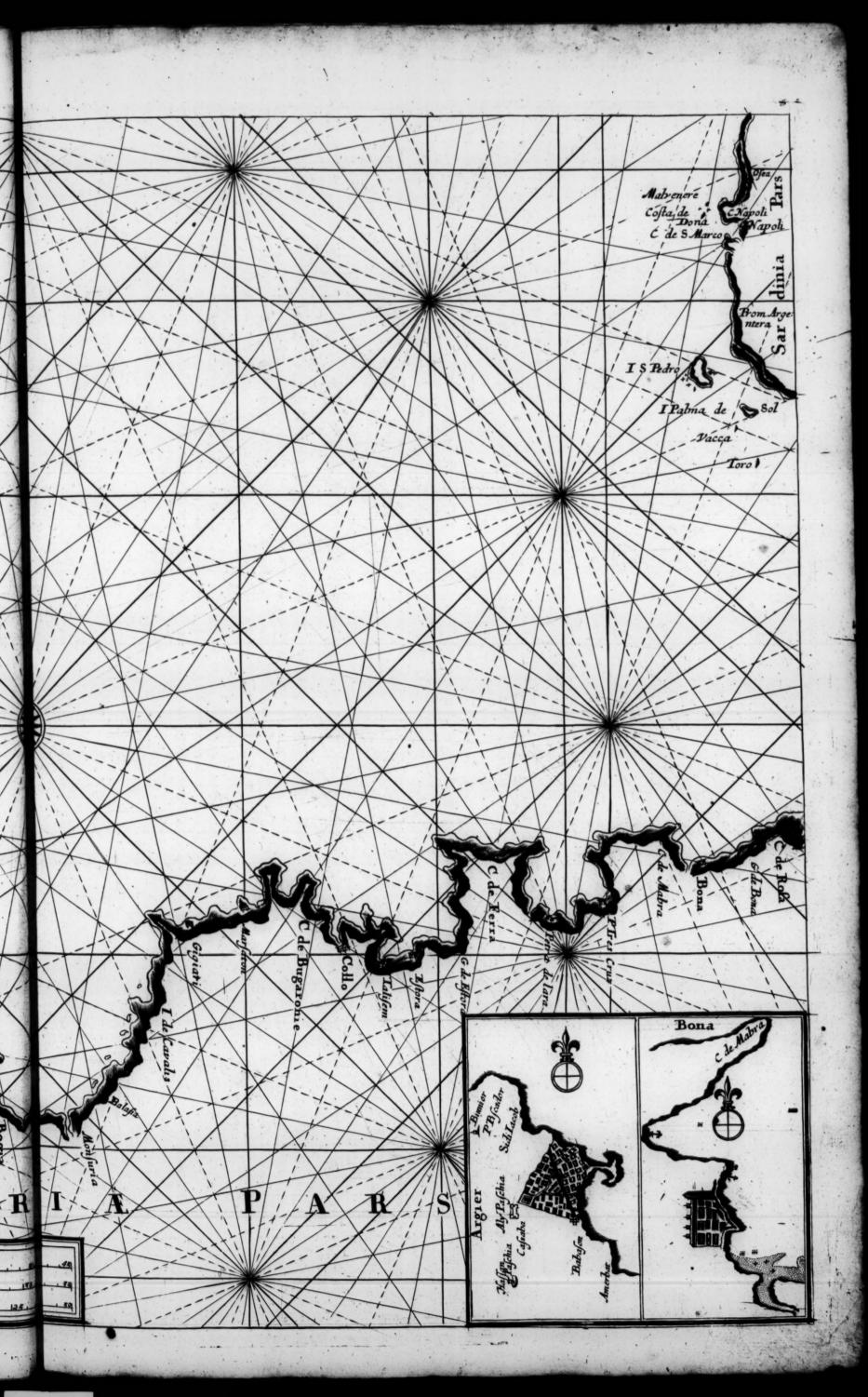
a mellowater in to true build

Ape Trafalgar, and Cape Sprat in Barbary, lie of Gibralter, you may see Cape Porcas, over Seuta, it is a known Cape; when you come about the Point, you begin to see Tetuan, that lies upon the high Land about a mile in the Countrey, then run so far South, till you see the East-end of the Town lie even with a round Hill that stands upon the high inward Land; in the midst of the Town stands a black Tower, and upon the innermost Land of all, there lies 3 small Hills, which look over the outermost part of the inward Land, bring these little Hills to bear even with the fore-mentioned black Tower; and then Anchor fo far from the shore, that you, that the first Hill that stands upon the high Land, bear to the Southward of Seuta, toward Cape Porcas. There it is 16 Fathom The marks To Sail out of the Bay of Gibralter toward Tetuan, Water, and good Ground; And if you Anchor of the you must observe to Sail S. by E. close by the Point of otherwise than according to these Marks, you will fore Tetu-Seuta, especially if the Wind be West, otherwise have bad sharp Rockie Ground, so that it hath with an. you may be carried with the fet of the Current (which fome Ships that have Anchored there, that their Ancommonly fets to the East) and so may be carried too chors have stuck in the Rocks, that they could not low; and coming to the Point, you shall see before weigh them again, but have been forc'd to cut their C Porcas, you a black Point, called Cape Porcas, bearing South Cables, and leave their Anchors behind them: Therefrom the Point of Seuta. When you are in the Bay fore if you come from Cape Porcas, then observe to

arks beetu-

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bring the afore-named first little Hill that lies behind Leagues, the place is possessed by Pontugals, it hath you in the Point of Senta, to the Southward of Senta, to lie just without Cape Porcas; and so Sail South, and throw the Lead continually until you come to the good Ground, as foon as you feel it, then let fall your Anchor, for the place where the good Ground is, is not two Cables length in circumference.

C. Tetuan. Tetuan lies from Senta about four Leagues and a half, and two or three Leagues to the Southward of it, lies Cape Tetuan, upon which stands a Tower. Those that have not been at Tetuan, may easily be deceived by reason of this Cape, which by a mistake may be taken for Cape Porcas: And the more, because that some say, that Tetuan lies seven Leagues to the Southward of Seuta; it hath so happened sometimes, that Ships have Sailed towards this Point, and To Sailed past Tetuan. Therefore it is best not to Sail too far from the shore, whether it be by night or by day, for to get the fight of Cape Porcas, and to

Ground near it is all foul and naught, except fuch places as are here noted: Between Cape Porcas and Senta there is a find sandy shore, and thereabout is good Ground.

From Ceuta to Penon de Velez the Course is S. E. fomewhat Easterly 20 Leagues: The Island is possesfed by the Portugees, and upon the Main the Moors.

Velez.

Buttoy.

Buttoy.

Melilla.

From Penon de Velez to Buttoy, it is five Leagues, it lies in a very fair Bay, and good Ground, and is a shelter against an East and E. N. E. and N. N. W. Winds.

The Trees are the best Mark by which you may know Buttoy, for if you come from the West, and have past Velez, there you will see a rough Point full of Trees, and presently by the side of this Point you shall find the Bay of Buttoy. These two Points of the Course is E. by N. seven Leagues. the Bay are full two Miles diftant one from the other, the Key where the People come to the Sea, lies near- Bay, in which lies a Town called Arzeni. est East side; the Merchants are Fews, but the Arabs have the Command, and when they please can take by E. twelve Leagues and better; and between these. away the Commodities from them, and leave the Ma- lies also an Island called Illa de Columbi. fter and the Merchant unpaid.

Coming beyond the Point of the Bay of Buttoy, you meet with the Bay of Busema, which lies on the West side of Cape de Tres Forcas, where there is a Trade fometimes for Wax, and other Goods, in Barter for Ammunition of War, and with Selefia Linnen, with fuch Commodities Ships come from the Christian fide to vend them, the Road being good Anchor-Ground, but there is no shelter; yet you may Ride there without removing, and that with any Wind, From Besuma to Cape de Tres Forcas, it is three Leagues, the Cape might give shelter for E. S. E. Winds, but it is a foul place. The most of the Craggs of this Cape lie above Water: You may within a Gun-shot run round about them.

From Cape de Tres Forcas to Melilla it is two E. by N. 18, or 19 Leagues.

a little Slink for Frigots, but for greater Ships that Trade there, they must Ride in the open Sea.

From Cape de Tres Forcas to Cape de Hone, the Cape de Hone. Course is East, somewhat Southerly 18 Leagues.

From Cape de Hone to Cape Gigalo the Course is Cape Gi-L. E. by N. eight Leagues; between both lies an galo. Island in the Bay called de Illas Delimachos.

From Cape Filago to Cape Falcon the Course is Cape Fi-N. E. eight Leagues, between which lies an Island of where you may go ashore with a Plank for Water; con. upon the Westermost Point there are Conies. There is nothing that can hurt you, but what is feen above Water, fo that you may Sail through betwixt the Island and the Main, for it is three Miles wide, on the Northermost Point of this Island is a Road for a Levant, and on the East-side is good Riding next to a fandy Bay, where there is a smooth Road.

From Bibis to Oran it is about 15 Leagues, if you Bibis Oran would Sail to Oran, you must Sail from Cape Falcon The Bay of Tetuan is a fandy Bay, the whole S. E, till you come to another Point, which is about shore being also sandy, with low Hills, the which at two Miles distant; and off from that Point lies a a distance appear as if they were thips; but the Rock above Water, upon which stands a Cross. And you may Sail close in by the Rock, for it is a wide Bay. And you must go up Westward near the Cafile, and there come to an Anchor in 12,9, and 10, Fathom, there is good Ground: And also shelter for any Wind, you lie near the Castle, which is called Mazza Quivir, it is a great and strong Castle, right above the Castle stands two watch Towers.

From Mazza Quivir to the Town of Oran, is three Miles, the Town lies near the shore side, and hath a little Haven, but no shelter for a Northerly Wind; on the West side of the Haven, at the coming in, stands a Castle aloft, and the Hills above the Castle shows it self like a Saddle; you may see it far off at Sea, and is very easie to be known.

From Cape Falcon to Cape Carbon, or Cape Ferat, Cape Car-

From Cape Garbon to Cape Ivy the Course is East Cape Ivy. and for the Levant, you lie on the East side. And N. E. about nine Leagues, between these two is a great

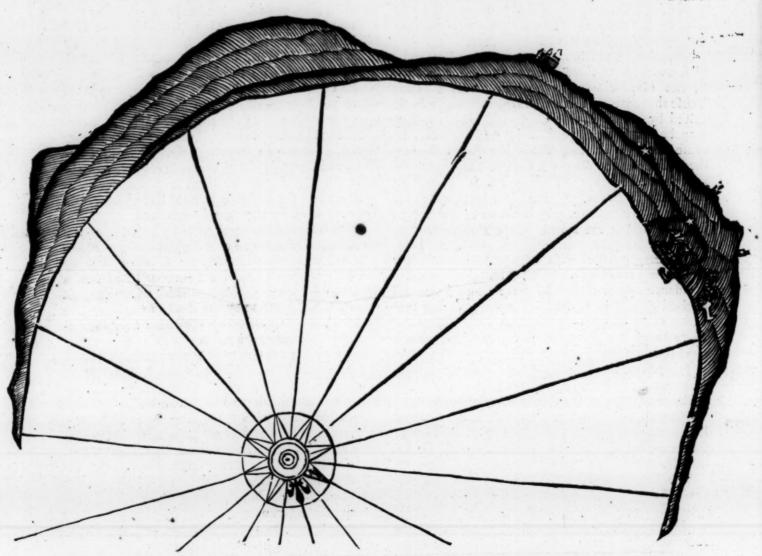
From Cape Luy to Cape Simie the Course is N. E.

Cape Tenes is the best known Land there abouts, Cape Tebetween Cape Tenes and the Town that lies West from it there lie some little Craggs above Water, if you Anchor close to the Westward of the same, you are in some danger of not removing if you are bound for the West; when the Saddle Hill bears S. E. from you then you are in the best of the Road, in 8, 9, or 7 Fathom, or as near as you defire, there is a shelter for an East and E. N. E. Winds.

Sercelle is ten Leagues to the Eastwards of Cape Sercelle. Tenes, and ten Leagues Westward of Algier, and it lies under the command of the Admiral of Algier; there is a Hole that hath its beginning at the West, where the Settees and Frigatiers go in and out.

From Monte Simie to Cape Gaxines the Course is Monte Simie,

A Draught of the Bay of Algier.



Directly East from the Point of Gaxines lies the City Algier, and it is the Head City or Town of those Places. There is a Mould made along to a little Island which lies not far from the City, behind which is a good Road at five Fathom; And without it is 30 Fathom deep; upon the fore-mentioned Mould stands

When Cape Caxines bears West by North from you, and that you fee Craggs open, or fee through them, 30 Fathom there is the best of the Road, where you will have good and fair clay Ground; then the East Point bears from you E. by N., and the Bay and the City will bear from you W. by S, with Westerly and Northerly Winds; Ships of 120 Tun may lie safe within the Mould, an East and E. N. E. Wind blows

right in, and causes the Sea to beat in very much, and the greatest danger is of the Ships beating one against another; very near to the City lie two or three ragged Rocks above Water: A little to the Northward of the City lies a funken Rock, whereof care must be taken; the East and West Point of the Mould lies East and by South, and West and by North. The City appears Whitish, and resembles the form of a Mizen.

From Algier, or Cape Caxines to Cape Bugerome Algier, the Course is E. by N. 36 Leagues.

From Cape Bugarome to Cape de Fore, the Course Cape Foro is E. by N. feven or eight Leagues, between thefe two is a good Bay.

A Table of the Courses and Distances of these fore-mentioned Places one from another.

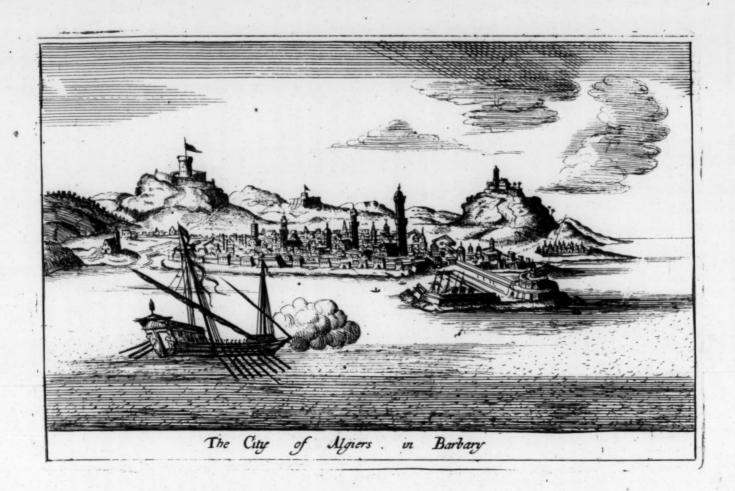
Upon the Coasts of Spain.

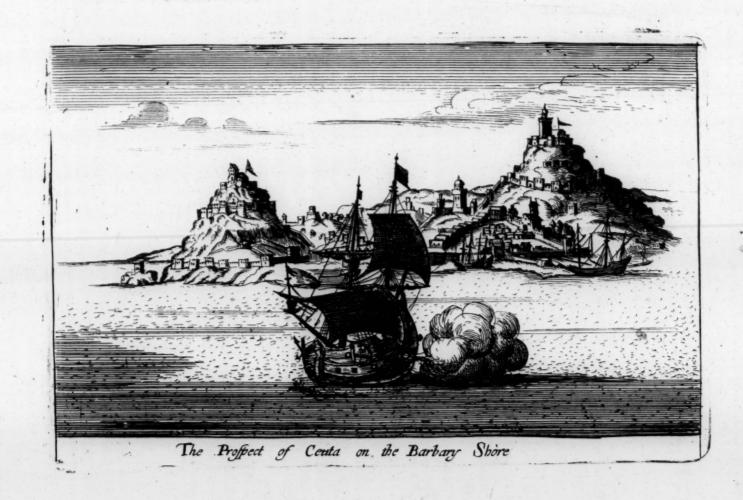
South East 3 Leagues. From Tariffa unto the Point of Gibralter, E. by N. From the Point of Gibralter unto Maribella, N. E. 9 Lèag. From Maribella nnto Fangerola, E. N.E. 2 Leag.

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vent dire. a

From the West Point of Malaga to the City of Malaga, N. E. and N. E. by N. 3 Leagues. laga, N. E. and N. E. by N. 3 Leagues. From the Point of Gibralter to Malaga, N. E. 17 or 18 Leag. om Cape Trafalgar unto Tarriffa, the Course is From Malaga to Velez Malaga, East, and E. N. E. 5 Leag. Frome Velez Malaga unto Almunecar, East, 11, or 12 Leag. From Almunecar to Salobrenna, East 3 Leag. From Salobrenna unto Modril, E. by N. 2 Leag. From Maribella unto Fangerola, E. N.E. 4 Leag. From Modril to Cape de Sacrastiff, E. S. E. 1 Leag. From Fangerola unto the West Point of Malaga, E. From Cape de Sacrastiff unto Castle de Fiero, E. by N. From





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26 Leag.

From Castle de Fiero to Adera, East 6 Leagues.
From Adera unto Almeria, N.E. 4 Leag.
From Almeria to Cape do Gat, S. E. by E. 4 or 5 Leag.
From the Point of Gibralter to Cape de Gat, E. by N. almost
From Cape de Gat to Almazaron, N.E.by N. 18 Leag.
From Almazaron unto Gartagena, E. N. E. 5 Leag.
From Cape de Gat to Gartagena, N. E. 30 Leag.
From Cartagena to Cape de Palos, E. by S, 5 Leag.
From Cape de Palos to Illa Groffa, North 2 Leag.
From Cape de Pales to the Island St. Paulo, N. N. E.
From the Island St. Paulo to Alicant, North, and N.
by W. 3 or 4 Leag.
The Island Beniderme lies right off of Ilha Grossa, al- most three Miles from the Land.
From Benidorme to Cape St. Martin, N. E. 3 or 4 Leag.
From Cape de Gat unto Cape Palos, betwixt N. E.

and N. E. by E.

mentera, E. by S.

Upon the Coasts of Barbary.

From Alicant to the Island Formentera, East 18 Leag.

From Cape Sprat unto the Point of Apes-Hill, the From Apes-Hill to the Point of Senta, S. E. by E. ¿ Leag. From the Point of Seuta unto the Road of Tetnan, From the Road of Tetuan unto Penon de Velez, East S. E. From Seuta unto Penon, S. E. by E. somewhat Ea-20 Leag. From Penon unto Bezuma, somewhat to the Northward of the East, 10 Leag. From Bezuma unto Cape de Tres Forcas, E. N. E. 13. or 14 Leag. From Cape de Tres Forcas to Melilla, South E. by E. 8 Leag. 6 Leag. From Melilla to Ilhas Zoforinos E. by S. From Ilbas Zoforinos to Milonia, S. E. by E. 4 Leag. From Cape de Tres Forcas to Ilhas Zoforinos, South E. i i or 12 Leag. From the Point of Seuta to Cape de Tres Forcas, E. by S. somewhat Easterly, 40 Leag. 40 Leag. From Seuta to the Island Alboran, East From Cape de Tres Forcas to Cape de Hone, between East and E. by S. 18 Leag From Cape de Hone to Cape de Figalo N. E. by East, 8 Leag. From Cape de Figalo to Cape Falcon, N. E. 8 Leag. From Cape Carbon to Cape Tvie, East N. E. about From Monte Simie to Cape de Saxines, East by N.

Thwart Courses between the Coasts of Spain and Barbary.

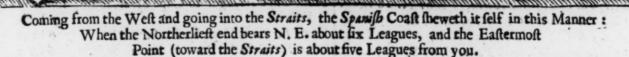
From Cape Trefalgar to Cape Sprat, South, Somewhat Easterly, 7 Leag. From Tariffa to Cape Sprat, S.S. W. 6 Leag. From Tariffa to the Point of Seuta, S. E. 6 Leag. From the Point of Gibralter to Seuta, S. by E. 5 Leag. From the Point of Gibralter to Penon de Velez, S. by E. 22. Leag. From the Point of Gibralter to Cape de Tres Forcas, 21 or 22 Leag. From Malaga to Seuta, S. W. by S. From Malaga to Penon de Velez, S. by E. somewhat From Malaga to Cape de Tres Forcas, S. E. by East From Seuta to Solebrenna, N. E. by E. and E. N. E. From Cape de Palos unto the Island Formentera, East From Seuta to Cape de Gar, E. by N. and E. N. E. From the Island Alboran to Cape de Gat, N. E. by N. From Care St. Martin unto the West Point of Tveca, From Cape de Hone to Cape de Gat, N. N.W. 10 Leag. From Cape St. Martin unto the S. W. Point of For-From Cape de Hone to Cape de Palos, North N. E. 13 Leag. From Cape de Figalo to Cape de Gat, N. W. 20 Leag. From Oran (or Cape de Falcon) to Cape de Gat, W. N.W. 21 or 22 Leag. From Oranto Cape de Palos, N. by E. somewhat Northerly, From Cape de Tvie, (or Mostogano) to Cape de Gat, West, somewhat Northerly, From Cape de Tvie to Cape de Palos, North W. by N. 23 Leage From Monte Simie to Cape de Palos, N. W. by W. From Monte Stmie to Cape St. Martin, North N. W. fomewhat Northerly, From Cape de Caxines, or Algier, to Cape de Gat. W. fomewhat Southerly 62 Leag. From Algier to Cape de Palos, W by N. and W. N. 44 Leag. From Algier to Cape St. Martin, N. W. 46 Leag. From Cape de Gat to Cape de Figalo, S. E. distant From Cape de Gat to Cape de Falcon, East South East, From Cape de Gat to Cape Tvie, East, somewhat Southerly, 4 Leag. From Cape de Gat to Monte de Simie East, somewhat Northerly 35 Leag. From Cape de Palos to Oran, South by W. somewhat Southerly 25 Leag. From Cape de Palos to Monte de Simie, S. E. by E. a. 27 Leag. From Cape de Palos to Cape Caxines by Algier, between E. by S. and E. S. E. From Cape St. Martin to Monte de Simie, S. S. E. · fomewhat Southerly, 38 Leag. 18 or 19 Leag. From Cape St. Martin to Algier, S. E. 40 Leag.

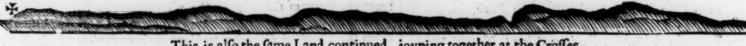
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Here follows the Makings of the Lands, shewing in what Manner they Appear at Sea, upon the Coast of Spain and Barbary.





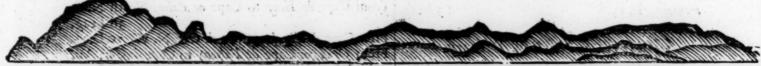
This is also the same Land continued, joyning together at the Crosses.



In this manner appears the Spanish Coast coming from the West, coming right with the Straits Mouth, the North Point bearing N. by E. and the Southermost Point (of the Straits) bearing N. E. of you, about fix Leagues.



Thus sheweth the Land of Cales, bearing N. E. by E. five or 6 Leagues from you.



Cape Sprat shews it self thus, bearing E. by S. four or five Leagues from you. The Land to the Southward of the Cape S. E, by B. seven or eight Leagues.



In this manner appears the Land to the Southward of Cape Sprat, Southeast and by E. feven of eight I eagues



The Land without Tariffa on the Spanish Coast, appears on this manner when you are near it in very high Mountains.



in this manner appears the Spanish Loast Tarufa, bearing North from you, when you fee the Mountain Gibralter shooting forth, without the East Point N. E. from you. In



In this manner appears the Land to the West of Gibralter, when the West Point is from you, Gibralter bearing North and on ogso of



This to the East is joyned to it, and lies in the Bay of Gibralter, and reaches to the Town of Gibralter.

In



In this manner Gibralter shews it self when it bears North from you; then appears the Land on this manner, Eastward of the same, the East Point bears N. by E. from you, the City cannot then be seen.



Coming from the West over against the Straits, the Coast of Barbury appears in this Manner, when the N. E. Point bears E. by S. and the South-end South East from you, it being six Leagues distant.



In this manner appears the Coast of Barbary between Cape Sprat, and Ape Hill, when Cape Sprat bears S. E. by E. from you four Leagues, and Ape Hill E. by S. nine or ten Leagues.



When you are Sailing into the Straits, and the South and S. W. Point bear South W. from you, then the Land appears in this manner; Tangier will appear somewhat Westerly of this Valley, even within the Mountains, so that you can see very little of the City, but being near it you may easily see it.

The Coast of Barbary.



This Land is supposed to be continued with the next above, joyned together by the Crosses.



This likewife belongs to the East part of that above which reaches toward Apes Hill, and appears in this manner, bearing S. S. E. from you



In this manner Apes Hill appears, when it bears East of you; it is the remainer also the Land above described.



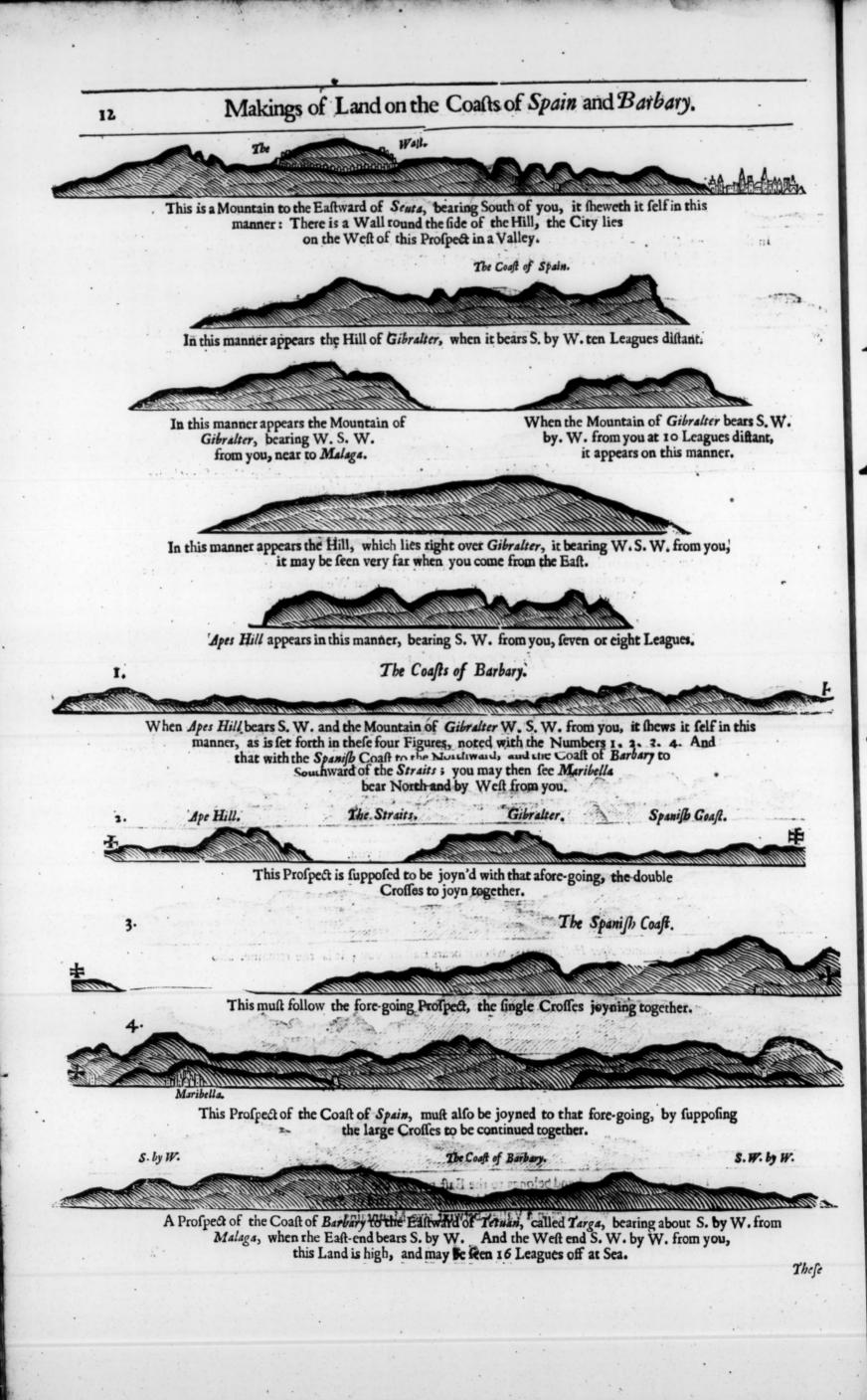
In this manner appears the Land with all the Houses and Towers that are to the East-



This Prospect of the Land belongs to the East part of the last aforegoing, joyning as the double from and her matter wellward of Senta; which lies in a Valley between two Monatains;

when the least end bears S. by W. And the West end S. W. by W. reem you,

This



These following Prospects shew the natural Appearances and Representations of the Coasts of Spain, according to their several Bearings and Distances.

In this manner appears the Land to the Eastward of Gibralter, bearing N. W. by N. from you about fix Leagues distant, and then the Fire-Towers cannot be seen.

This Prospect is the same of the last, only you are shot a little more Easterly; here stands many Fire-Towers along the Shore, which may be seen when you are near the Land. Hard by the Fire-Towers of Gibralter, there is plenty of Fresh-water, where there is a River five or six Leagues up in the Land.

In this manner appears the Land to the Eastward of Gibratter toward Maribella, the low Point bearing W. by N. from you.

This belongs to that above, to be joyned by the Crosses, and reaches soward Maribella.

In this manner appears the Land betwixt Maribella and Malaga, being about fix Leagues from thence.

In this manner appears the Land betwist Maribella and Malaga, when you Sail by it, coming from the West about five Leagues without the Land; it is very high Land.

In this manner appears the Land of Malaga, bearing West by South from you, and then you are right against Solobrenna.

of Malaga, when it bears N. E. of you fix or seven Leagues.

This the Land about five Leagues to the Westward of Malaga, when it beats N. E. from you, and Fangardia comes then to lie at the East-end of the double Land, and a Valley just above the same.

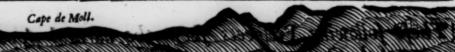
Cape de Melt

In this manner appeareth the Land to the Weltward of Malaga, when you come from the Welt, and the high Hill bearing N. E. from you about five Leagues, then you may fee the Castle which stands 4 Leagues from Malaga, also you may see a Cloy-ster upon the high Mountain, as you may see in the adjoyning Prospect above.

This Point lies to the Westward of Malaga, the City lies about a League to the Eastward of the same Point, and coming somewhat nearer to it, you may see three or four Fire-Towers upon the Point.

In

Makings of the Land on the Coasts of Spain.



In this manner appears the Land to the Westward of Malaga, bearing N. by E. or N. N. E. from you, about three Leagues from you then you may be the City of Malaga, to the Westward of the high Hill, as appears in these two Figures.



Tiele two Figures aforegoing, are to joyn the two double Croffes together, then the Church of Malaga appears just beneath the Castle, and that bears then about five Leagues to the Northward of you.



In this manner appears the Land of Malaga, when you are four Leagues from it, the West Point bearing N. N. W. from you.



In this manner appears the Land to the Eastward of Malaga, when it bears North in T



In this manner appears the Land directly West off Malaga, when you come near to it, and the West Point on which the Fire-Tower stands, bears N. N. W. from you.



When you are within 3 or 4 Leagues of the City of Malaga, the Land appereath thus; at this distance in clear Weather you may see Ships Ride in the Road.



This Land hes to the Eastward of Malaga towards Velez Malaga, and appears on this manner when the high Hill bears N. E. by N. from you.



In this manner appears the Land by Velez Malaga, Sailing by it at nine or ten Leagues distance.



In this manner appeareth the Land near Velez Malaga, Sa ling thwart from it about nine or ten Leagues distance.

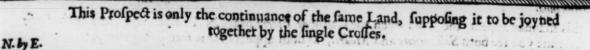


this Figure is supposed to be continued, and to be joyned at the two A A together.



In this manner appears the Land Eastward of Velez Malaga, when the City bears N. by E. from you; and you may see it upon the Deck.

This



by W. feven or eight Leagues from you.

This followeth the foregoing Figure, the double Croffes to be joyned together.

W.N.W.

In this manner appears the Land between Velce Malage and Almunesar, when the West-end bears W. N. W. from you.

This belongeth to that Figure afore going, and are to be joyned together at the two T Ts.

This Land belongs to the East afore-going; and is the Land of Almaneter, when the East end bears

In this manner appears the Land between Velez Maloga and Almunecar, when you are Sailing by it being nine or ten Leagues from thence.

Thus appears the Land near Almunecar, when the West Point bears N. N. E. and the East Point N. E. from you.

This belongs to that above, and to be joyned by the two T Ts.

In this manner shows the Land about Almanecar, Solobrenna, and Modril, when Solobrenna bears N. W. by W. about three Leagues from you.

This Prospect belongs to the last afore-going, the A As, must be joyned together.

100

16

W. by N.

This Land belongs to that above, and to be joyned by the double Croffes.

This belongs to that above, the double Croffes joyned together.

The Land by Adera appears on this manner when the East-end of it bears
Well Point W. by N. from you, about ten Leagues.

When

W. N.W.

When this Hilly Land bears E. by N. about feven Leagues from you, then you can fee no Land at all between these two Hills; it reaches to Cipe de Gat, also there is no more Land to be feen without the Point.

This Land lies Westward of Cape de Gat, when the West-end bears W. by N. and the East-end N. W. by N. from you, then lies Cape de Gat eight Leagues off, and the other Point fourteen Leagues from you, and appears on this manner.

When Cape de Gat bears N. E. from you, and when you can just fee it upon the Deck,

then it flows it felf on this manner.

In this form appears Cape de Gat, when it is nine or ten Leagues from you.

When Cape d: Gat bears N. E. by N. seven or eight Leagues from you, it appears in this manner.

this manner appears Cape de Gat, lying leven Leagues to the Northward or you.

When Cape de Gat bears Naby W. from you four or five Leagues, it shews it felf on this manner.

This belongs to the next atore-going, the Crotles joyned together.

When Cape de Gat bears W. N. W. three Leagues from you, it appears on this manner; the Point of Almeria bears then W. by N. from you.

When Cape de: Gat bears N. W. by N. about tour Leagues from you, the Land hews it leit on The inward Land is higher than the Cape, as be may feen this manner. in this and the foregoing Figure.

This belongs to that above the Croffes being joyned together.

bears Went from you about four Leagues, It appears on this manner.

West, or West by North from you about 12, 13, or nada Mountain looking over the Cape: In clear Wea-14 Leagues, then you can scarce see the East Point of ther you may see the Coast of Barbary in the top: the Cape, but you must see the two Hills bear East Also the Land about Cape Palos, when you are in close to the Cape, these are the Saddle-Hills or the the top, it appears like two Hills or little Islands:

When coming from the East, and Cape de Gat bears | that lies to the Westward of the Cape with the Gra-



In this manner appears the Island of Albaran, when it bears South of you two Leagues off

In this manner appears the Itland Albaran, when it bears S. W. from you.

These sollowing Prospects shew the shape of the Lands upon the Coast of Barbary.

Thus appears Maflogam, when it bears E. S. E. from you.

When M.flagam bears S. E. from you, it appears on this manner.

Masagonia.

Thus appears the Land to the Eastward of Mastogam when it bears S. E. 18 Leagues from you.

When Cape Sercelli bears S. W. from you, it thews it felf on this manner.

In this manner appears Cape Sercelli and Cape de Bater, when it bears South from you.

In this manner appears Cape de Bater, bearing South from you.

When Cape de Caxines (that is the Point Weit of the City Algier) bears S. W. from you, it appears thus.

When this high Land to the East of Cape de Caxines bears S. s. W from you, it thews it leit thus.

When this high Land lies E. S. E. from you, then the City Algier thews thus.

When the Point (Sigari which is West of the Cape de Burgarone) bears South from you, it appears on this manner.

and lies about eight or nine Leagues to the Westward of Cape From you, between which two there is a great Bay, where you may from the Deck discern the Land.

by S.12 Leagues; and Galeto bears E. by N. ten Leagues from you, which notwithstanding you cannot see. And here Note, That you must observe the Current, which sets very strongly assant the Shore.

Tais belongs to the last aforegoing, the Crosses being joyned together.

The

The three following Figures shew the Coast of Barbary, from the Land of Mostogam to Cape de Hone.

Cape de Ferat.

Cape Falcon.

South by East, and South, about nine Leagues.

Lape de Hone.

Somib.

These following Prospects shew the Coast of Spain.

Cape de Gat thews it felt on this manner when it bears South off you, about fix Leagues off, and this high Land at the North-end of the same.

When Cape de Gat bears W. by S. from you eight or nine Leagues, with the Land to the Northward of Garragena, they shew themselves in this manner, with those two following Figures which are to be continued first by the Crosses together, and then by the T Ts.

This mext to Mazeroen. These Hill bear North, and N. by E. from you, and appear like Islands.

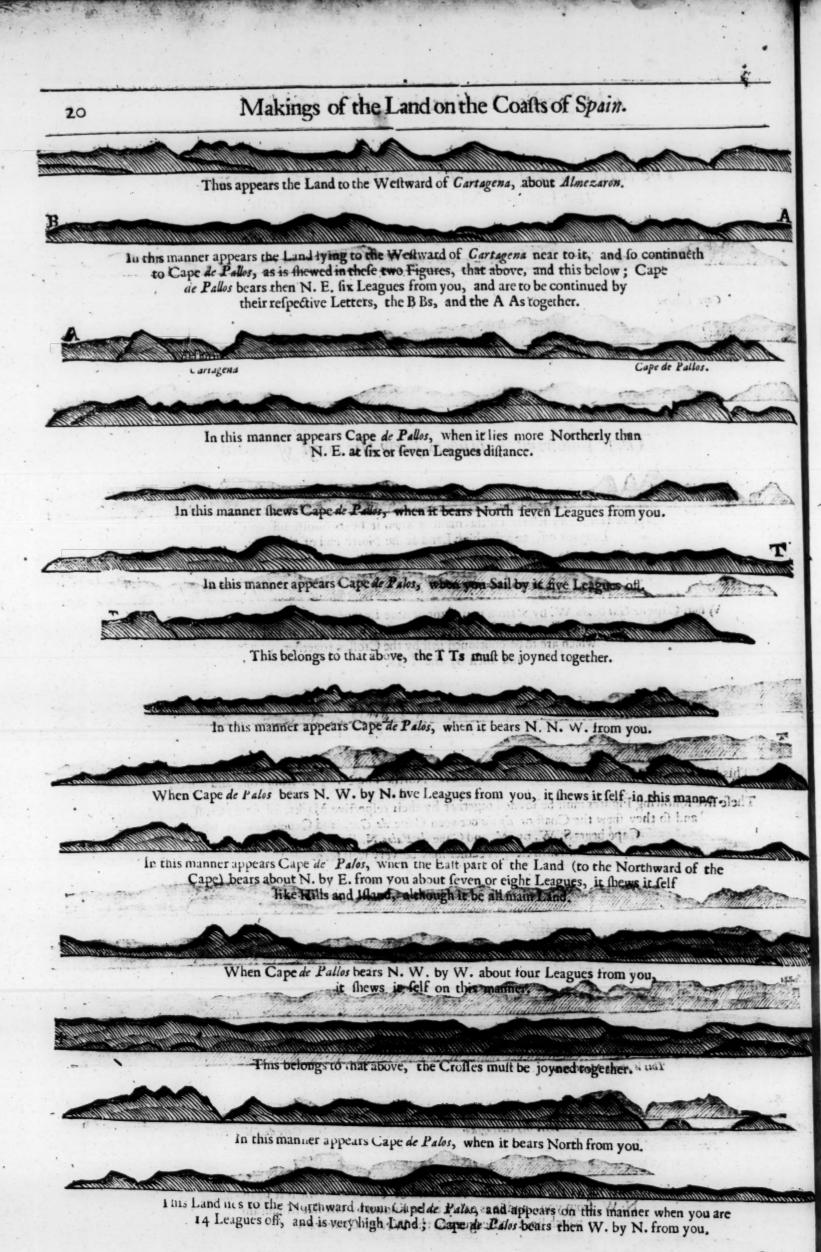
These five following Figures must be joyned together by their respective Marks, of single Crosses and double; and so they shew the Coast of Spain between Cape de Gat, and Cape de Palos, when the Cape bears S. W. by W. and Cape de Palos N. F. by N. from you.

Which in clear Weather may be very well seen.

when it bears North from you.

In this manner thews the Land to the Wellward of Carragena, when it bears about Na

which lies two Leagues to the West of Cartagena.



In

In this manner appeareth Cape de Palos, when it bears W. by N. Iomewhat Westerly from you, about fix or seven Leagues distant.



Cape de Palos.

In this manner appears Cape de Palos, being fix or seven Leagues to the Westward of you, then the two high Hills lie right behind the Cape, which in Sailing by are hid.



This Land belongs to the foregoing, and must be joyned together at the Croties.

N. by W.

This also belongeth to the foregoing, and must be joyned at the Letters A A. This Land reacheth to Alicant. The high Hill then bears N. by W. from you.

The Land Wijtward of the Cape towards Cartagena.

Thus appears Cape de Palos, when the S. E. Point bears W. N. W. and the N. E. Point N. W. from you, about five or fix Leagues distant.

Cape de Palos W. by S.

Cape de Palos bearing W. by S. about nine Leagues from you, appeareth thus. The Land from the Cape) bearing N. from you, seemeth then (when you are far off) to be broken Land.

This Land joyns to the foregoing, at the Letters C C.

When Cape de Palos bears S, W. by W. about ten or eleven Leagues off, then you ice some Land to the Eastward of it, as followeth.

This Land lies North from the Cape, when you come from the Eastward, and first begin to see it, being distant about twelve or fourteen Leagues from you.

When the Mountain of Alicant bears N. W. by W from you, it appeareth thus; being very well to be known, because it keepeth its Form, which way soever you Sail.

In this manner appeareth the Land of Alicant, when you can justice it upon the Deck bearing W. by S. from you, about fix Leagues off.

This belongs to the foregoing, and must joyn together at the Crosses.

A Description of the Sea Coasts of Valentia, and Catalonia, between Cape St. Martin, and Cape de Greos; as also the Roads, Havens, and Shoals, about the Islands Majorca, Minorca, and Ivica,

on which standerh three Light-Houses, a little distant one from the other. And beyond the Point, lies a little-Island which is reasonable high, and reacheth with a shoal unto the main Land, insomuch that you cannot Sail between the Island and

From Cape St. Martin unto Cape St. Antonia, the Course is Northwest two Leagues. Between these two Points is a Bay, where in 12, 13, and 14 Fathom is good Anchoring; in which Bay is three or four Light-Houses and a Town, called Xabea. Cape St. Antonia is a small steep Point, whereon there also standeth a Light-House, and near the Town on high Land, there standeth several Mills. If you would Anchor before the Town, Anchor close to the high Land of Cape St. Antonia, on which the Mills stand, with two Anchors to Seaward, and a Fast on the Shore; an East and East South East Wind blows right. upon the Shore. Due North of the Town is a Mountain, which is called the high Hill, being seperated from the other Mountains, with two deep Valleys.

About two Miles to the Northward of the Cape lies Deania, where is a small Haven, but of little account. Such as would go in there must have a Pilot, therefore come to an Anchor about Gun shot off, where you will have fix or feven Fathom Water, and then you will have Pilots come aboard of you.

To the Westward of Deania is all good Sandy Ground; and from Deania to Gandia, the Course is Northwest five Leagues.

From Deania to Gallera, the Course is Northwest eight Leagues; there is no good Road, but very foul

From Callera to Grao, is the Road of Valentia; the Course Northwest four Leagues. Valentia is a great City, lying from the Sea-side up-land: But Grao is a to Anchor at Grao, come to an Anchor in eight or nine Fathom Water.

From Valentia to Monvedro, is four Leagues, being a great City, where a little to the Northward standeth a Light-House, by the Sea-side.

From Monvedra to Cape Orpesa, the Course is Cape Or-North, distant seven Leagues. Cape Orpesa, is a high Land, whereon standeth a round Castle upon a may be known; to the Wellward of the Cape is a good Road.

From Cape Orpesato Peniscola, the Course is N. E. Peniscola. and by N. five Leagues, and shows it felf like to an Island. And close to the Eastward of the City, is a great Bay and good Riding, where you shall have about ten Fathom Water. If you intend to Ride there, you must have two Anchors to Seaward, Shore.

Northeast of Peniscola, lies a City called Benica-Benicalon. some Trees.

Ape St. Martin, is an inconfiderable Point, | led Vineros, and on the low Land close to the Sea-side standeth a round Fire-Tower, or Light-House.

A League East of Vineros, stands a White Tower, and to the Eastward of it is all low Land, about three Leagues in length, and is called the Asaques, or Tortofa, and is an Island; to the Westward of it is a great Bay, where is good Anchoring, almost with any Wind. If you stand into the Bay, keep the Main-land aboard, for off the Island is very shallow a great way off, and after you are gotten a League in, you may come to an Anchor any where in 6, 7, or 8 Fathom water, being all good fandy Ground. The Island is very low Land, infomuch that fometimes with high Waters, it is almost over-slown; the innermost part of the Island is very shallow and level, and may on occasion serve to Creen a Ship on.

In the Bay stands a Tower, called St. John, where st. George there is much Salt made. To the Eastward of this his Coast. Bay is the Coast of St. George, on which stands neither House nor Tower, where the Turks commonly lie lurking for Veffels that come from Catalonia, and from the Island Majorca, to take them if they can.

Two Leagues East of St. George, lies a Point of Land, on which standeth a Light-House, and due West of this Light-House standeth a waste Castle. Near the faid Castle, in seven or eight Fathom water, you shall find good Anchor-ground, and very good Road, with a Northeast Wind.

Two Leagues to the Eastward of this Castle, licth Taragona. the City Taragona, from the Water-side a little upland, and close by this City on the Heath, standeth a square Tower; and due East of this Tower, is the Road of Taragona. About a League East of this Tower, lieth in a Valley a small Town, called Tameril; and two Leagues and half to the Eastward of Tameril, standeth on a round Hill a Light-House. N. E. and by E. from Tameril, distant ten Leagues, lies the City Barsmall Town by the Water-side. If you desire to come celona, being in a Bay, and a City of great Traf-

> West of the City lies the Hill Mont fuve, on which standeth a Watch-Tower, and right before the City is the Road, and good Anchoring in nine or ten Fathom water, and if to the Westward, in 15 or 16

At Barcelona is a Head or Mould, about the length of that at Genoa, but it trends somewhat more to little Mountain to the Westward, by which the Cape | Seaward; and if you Ride there, you have two Fasts on shore on the Mould, and two Anchors to Seaward, and being so Mored, you have good Riding under the Mould: But a Southerly Wind is the worst you can have, for it causes somewhat of a Sea.

Cape Dragon lies distant from Barcelona sixteen Leagues, the Course N. E. and by E. and on Cape Dragon standeth a high Tower, called St. Sebastian; and a Fait on and two Leagues to the Northward of the Cape, is the great Bay of Rosas, and trendeth from the Cape Bay of inward N. W. On the North part of which lies two Rofas. lon, and West of the City lies a square Tower, with Rocks, or small Islands, on which there seemeth to stand two Castles. You may stand away close along About a League further Easterly, lies a Town cal- the Shore, and come to an Anchor on the North part

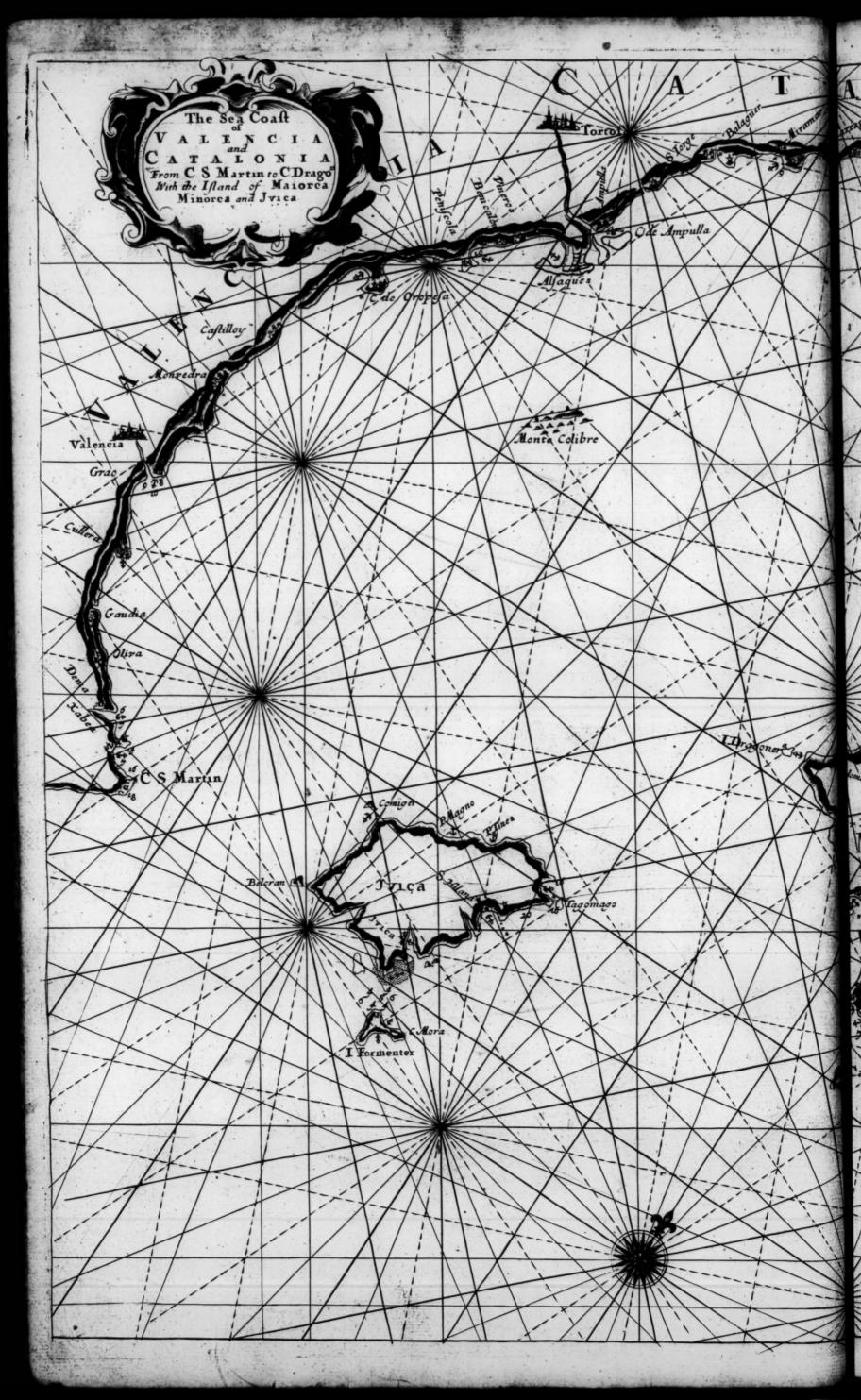
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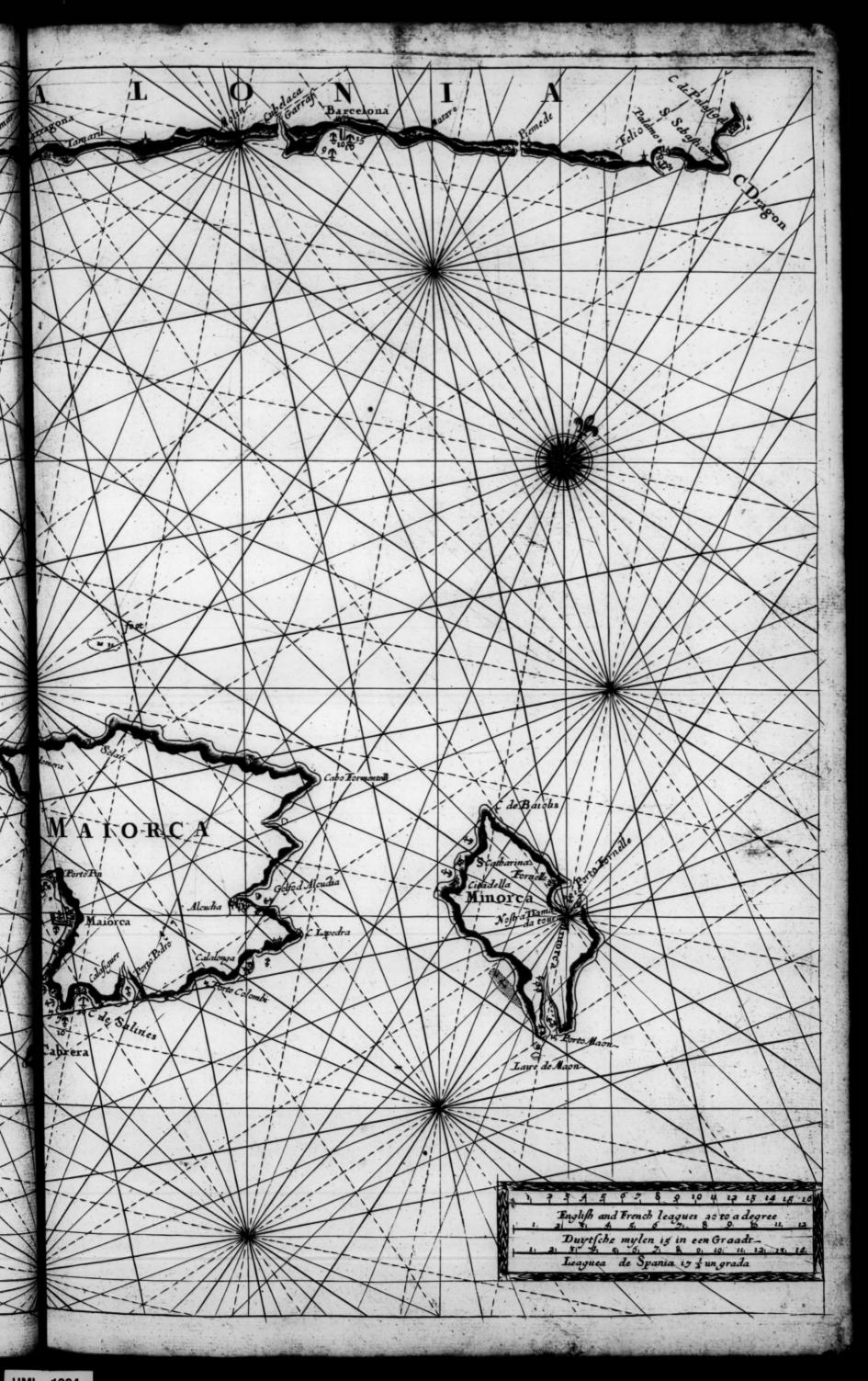
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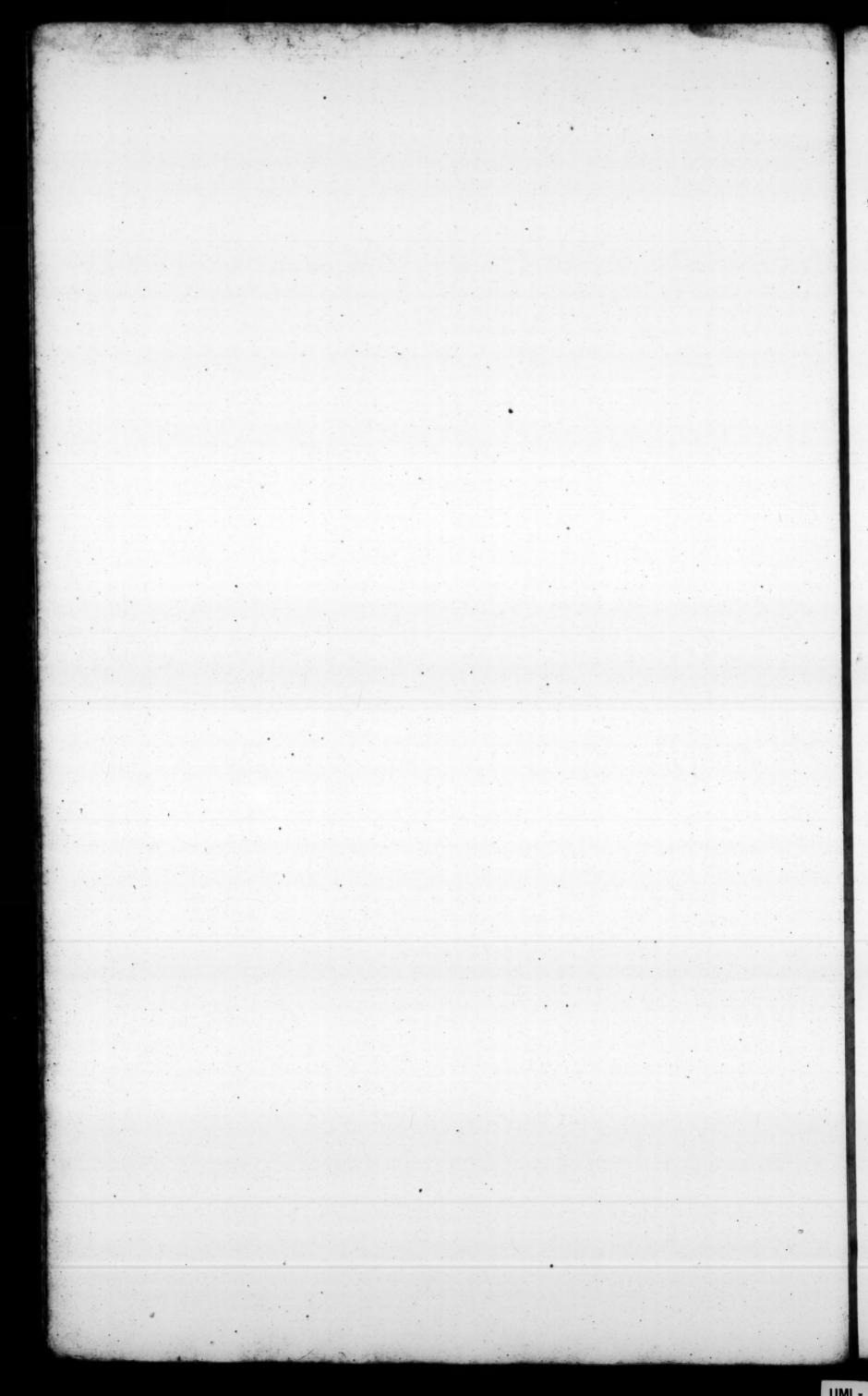
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ge ft.







of the Bay, in seven or six Fathom water; where scarcely any Winds can hurt you, except an E. S. E. which blows right into the Bay, the Land without lyeth along N. N. E. and S. S. W.

From Cape Dragon to Cape Grees, is N. and by E. nine Leagues. On the Cape standeth a round Tower, and under the Cape is very good Anchor-ground in

15 or 20 Fathom water.

Cros.

Ivica.

The Westermost Point of Ivica, lieth from Cape St. Martin East, a little Northerly distant eight or nine Leagues, and off from the faid Point, lieth a great ragged Rock.

Another Point of Land, which looketh towards N. W. hath also a great Rock lying off from it; but being got about the Point, you have a good Road. The Turks use to lie under that Rock lurking for a

From the Westermost Point to the N. W, the Coast lieth North and by East, and South and by West distant four Leagues. And from the N. W. Point, to the N. E. the Land trendeth E. N. E. and W. S. W.

two Points you have feveral Bays, where you may

have good Riding. At the N. E. Point, lieth a reasonable great Bay, being clear fandy Ground, but on the East-side of the Bay lieth a funken Rock, whereon there is a Ripling of the Water when it blows; between the Rock and

being distant six or seven Leagues. Between these

the Island, there is 16 Fathom water. About Gun-shot from the Eastermost Point, lies an The Island Tagomaga Island, called Tagomaga; between the Island and the Main is good Anchoring, where you will have about

15 or 16 Fathom water.

From the Eastermost Point to the Southermost, the Land trendeth S. W. and S. W. and by S, and are distant eight Leagues; the shore along is ragged, and hath many small Points of Land lying out. About a League to the Southward of the Eastermost Point, The Bay lies a great fandy Bay, called St. Hillaria, where of St. Hil- a little up from the Water-fide, there standeth a small Castle, and two Light-Houses. On the North-side Tower. of the Bay it is shallow Water, and on the Eastermost fide there are two small Islands.

About a League from these Islands, lies a Rock under Water, which if you shun, there is no other danger betwixt it and the Islands; having at least 20 or 30 Fathom water, except in one place where you

have but 16 Fathom, and there-abouts.

With a Storm the Rock may be plainly feen, also in smooth Water they may be discerned, for the Ground there-abouts is foft and whirish. To the Westward of the said Bay, between two Points of Land, is a small Inlet of Water, like to a small Ri ver, and very deep withal.

Three Leagues to the Southward of the Eay of St. Hillaria, lies the City of Ivica, having thereto belonging a good Haven, but foul Ground and Rocky; but the most part of them are above Water, that may be hurtful to you. And about a League to the Eastward of the Haven, lieth two great Rocks above

into the Haven of then keep the Shore close Aboard, till you can see the ground. At the Eastermost part of the Key, is very City and Castle, and when you have the City in sight, stand into the Haven and come to an Anchor, for there is no danger if you keep off the Shore; there is Water enough on both Shores, but on the Eastermost you towards the S. E, is a white Point of Land, on which have 20 Fathom or more.

The Island of Formentera, lies about two Leagues Formenand a half from the Southermost Point of Ivica, and tera the Southermost Point of Formentera, lies distant from the Haven of Ivica S. E. and by S, and S. S. E. five Leagues. The Southermost Point of this Island is high and even Land, and trendeth along downward to the Northward smooth and even; and on the North Point stands an old Tower. On the East, or N. E. part of the Island is a good Road, and good Anchorground, being also a fair bold shore, where you may Sail very near it without danger, the Ground being Sandy. But dangerous in regard of the Turks, because there is neither Castle nor Fort in all the Bay.

You may Sail betwixt Ivica and Formentera, but keep not too near Ivica; for from that South Point thereof lieth a shoal, which you must shun, and you will find about five Fathom water midway between the the two Islands, and may discern the Ground plainly. You may with the Lead stand into three Fathom, or three Fathom and a half, without danger of either fide; but the shore of Ivica is shallowest, and on Formentera standeth a high Tower.

When coming from the Eastward, and Sailing between Iviea and Formentera. Off the Point of Ivica lietha little Island, a little to the Northward of the faid small Island, is another Passage, or Entrance into Ivica; but there is not Water enough but only for small Barques. And on the S. W. Point of luica,

standeth a round thick Watch-Tower.

Majorca.

From the Eastermost Point of Ivica, to the West Point of Majorca, the Course is N. E. and by N. and N. N. E. 10 or 11 Leagues.

About a mile from the West Point of Majorca, lies an Island, call Dragonera; you may Sail between the two Islands. On the faid small Islands is a very good Fresh-water, and between the Islands is a good Road.

Six or feven Leagues from the Westermost Point of Majorca S. E. lies a Point of Land, in which Bay lieth the City of Majorca; and beyond that Point lie three Islands, on the Eastermost of which standeth a

And a little beyond these Islands, is a great Bay, where standeth a four-square Tower, on which by Night they keep a Light or Fire; and it seemeth a kind of an Island on which this Light-House stands, but is joyned with low Land unto the Main.

To the Eastward of the Tower, or Light-House, beyond the Point there is a Haven, called Porto Pin, Porto Pin where you Ride with one Anchor to Seaward, and two Faits on shore, and no Wind whatsoever can hurt

A little from thence lies the City Majorea, there is Majorea. built a Head or Key before the Haven, between Porto Pin and Majorca. About Musket-shot from the Land lieth a funken Rock, on which there is about 12 or 13 Foot water.

On the Westide of the Haven of Majorca, stands an high white Light-House, you must stand in between the Light-House and the Haven; and being gotten well in, run right under the Key before the City: It's a Coming from the Eastward you will Sail into Ivica, Head in 10 or 11 Fathom water, it is good Clay good lying for flat bottomed Ships, having 12 or 13 Foot water.

On the South-fide of Majorca, four or five Leagues stands a white Tower, and to the Southward of that Caberera. Point, lies the Island Caberera.

Ivica.

Ivica.

From the City Majorca, to the Island Caberera, the Course is South and by East, five or six Leagues, and from the said white Point unto the Southermost Point, which looks towards Caberera, the Coast is S. E. two Leagues; and between them is a fair Coast and sandy Ground, where you may make good Road in 12 or 13 Fathom, being several Bays the shore along. If you would go for Porto St. Pedro, or to the N. E. end of Majorca, then Sail between the Southermost Point of Majorca and Caberera, being about a League and half over from one Island to the other; the depth of Water about 15 Fathom. You may stand over to the Point, till you come into seven Fathom water, being very good clear Ground, without danger.

The Road On the West-side of Gaberera, under the North Caberera. Point is good Riding, in Easterly and North-East Winds.

Three or four Leagues beyond the South Point of the South-East side, lies Porto St. Pedro, where you must Sail midd-way between the Points; on the Larboard side stands an old ruined Tower. And when you are in, you lie that no Wind can hurt you except S. E, which blows right in; the place is in breadth about Musket shot, and reacheth inward North-West six or seven Ships may lie there very well. The South Poinr is somewhat slight, but very even Land, but up the Country are Mountains and Hills.

From the South Point to the Eastermost Point, called Cape de Pedro, the Coast trendeth North-East, and then N. N. E. All this South-East side is a fair Coast, by which you may safely Sail without fear. there are several good Bays, where there is good Riding, for Westerly and Northerly Winds.

Minozca.

From the North part or Point of Majorca, called Cape Formentera, unto the South Point of Minorca, called Cape Bajolis, the Course is North-East seven Leagues.

The South Coast of Minorea reaches W. N. W. and E. S. E. about eight Leagues. On the S. E. side of Minorea, is a fair Haven or Harbour, called Port Maon; and on the South of this Haven lies a little Island, called Lair de Maon. You may Sail between the two Islands, and on the Point over against this small Island, stands a round white Tower, and N. E. of this Point right opposite, stands a Tower on another Point. Both these Points are low Land, and S. W. off from this Tower, lies a Rock under water. There lies a Castle right against the Haven, and the Haven reaches N. W. above a League, or N. W. and by N. trending inward. You may Anchor any where thereabouts, for there is good Ground, and 10, 12, and 15 Fathom water.

When you come into the narrowest place, you may then throw a stone on shore of either side the Haven: it is stony Ground, and on the Starboard side, it is stull of small Islands. The Town lies to the Westward of the Point, and is like to a Castle very strong; the West side is very stony, that you may lie with a Ship against the shore. On the S. W. side of Minorca is a Bay, called Cittadella, there is good Riding near to the white Tower.

On the North side of Minorca lies a Haven, called Porto Fernela, on the East-side whereof lies a little Mountain; Sail in with it till you come to a low Island, where you may Anchor in fix or seven Fathom water, at the entrance in you have about sisteen Fathom.

Among these Islands are more Havens and Roads,

From the City Majorca, to the Island Caberera, the but at several places you are not safe from the Turks, burse is South and by East, five or six Leagues, and for few of them are guarded either with Castle, or

Fourteen or fifteen Leagues N. E. from the S. E. end of *Minorca*, lies a shoal of Craggy Ground, about ten or eleven Foot under water.

Courfes from Place to Place

From Cape St. Martin, to Cape St. Antonia, the Course is N. W. 2 leagues Denia lies a League past Cape St. Antonia, and from Denia to Gandia, the Course is N. W. 5 leagues From Denia to Callera N. N. W. 7 leagues From Callera to Grao, be ore Valentia N. N. W. From Cape St. Antonia to Valentia N. N. W. 12 leagues From Valentia to Peniscola N. N. E. From Cape Orpesa to Peniscola N. E. by N. 4 leagues and a half. From the Alfaques of Tortofa to Taragona, N. E. and II leagues From Taragona to Barcelona N. E. and by N. 12 leag. From Barcelona to Cape Dragon N. E. and by E. 16 leagues From Cape St. Martin to Mont Callibre, N. and by 22 leagues From Cape St. Martin to Cape Dragon N. E. and by N. Northerly 62 leagues From Cape Dragon to the Bay of Rosas N. and by E. From Cape Dragon to Cape Grees N. and by E. 10 leagues

Thwart Courses from these Lands to other Places.

From Cape St. Martin to the Westermost Point of Ivica E. Northerly From Cape St. Martin to the S. W. Point of Formentera E. and by S. 14 leagues From Cape Dragon to the West Point of Majorca S. S. W. Southerly 40 leagues From Cape Dragon to the North Point of Minorca S. and by E. 30 leagues From Cape Dragon to the Island of Eres N. E. and 38 leagues From Cape Dragon to Livorno E. N. E. 35 leagues From Cape Dragon to Marcellia N. E. and by N. 36 leagues From Cape Dragon to the Point of Reuela in Corfica E. and by N. 60 leagues From Cape Dragen to the Golf Anifin in Corfica East 60 leagues From Cape Dragon to the Island Azinara at Sardina E- and by S. 63 leagues

The several Courses from Majorca.

From the West Point of Ivica to the North Point of the same N. and by E.

From the North Point to the East, E. N. E. 7 leagues The S. E. side of Ivica, lieth along N. E. and S. W.

8 or 9 leagues
The Southermost Point of Formentera, and the West Point of Ivica, bear S. E. and N. W.

7 leagues
From the East Point of Ivica to the West Point of Majorca, or to the Island Dragonera N. N. E. Northerly

10 leagues and a half

From

Port Maon.

Cirta-

LIM

From the North-fide of Majorca to Cape Formentera, | From the East Point of Formentera to the Island Ca-E. N. E. 16 leagues The N. E. side of Formentera to Cape la Pedro, S. S. 7 leagues From Cape la Pedro to the Island Caberera, S. W. and 13 leagues The S. W. fide of Majorca, trends N. W. and by W. and S. E. and by E.

E. Point of Minorca, the Course is E. N. E. 7 leag. From Cape Bajollis to Porto Fernella, W .. 5 leagues From Cape Bajollis to the S. W. Point of Minorca, From the S. W. Point of Minorca to the S. E. Point, the shore lieth along E. S. E. and W. N. W. 8 leag

The Thwart Courses of the Idands, lvica, Majorca, and Minorca.

From the S. W. Point of Ivica to Cape St. Martin, W. Southerly 8 leagues Martin, W. and by N. 14 leagues

berera, Course is N. E. and by E. Easterly, 16 leag. From the East Point of Ivica to Caberera, due East, From the East Point of Ivica to Dragonera, or the West Point of Majorca Nand by E. 10 or 11 leag. From the West Point of Majorca to Cape Dragon, N. N. W. Notherly, From Cape Formentera to Cape Bajollis, being the N. From the West Point of Majorea to Monie Collibre, W. and by N. Westerly From the N. E. Point of Minorca to Cape Dragon, N. and by W. 28 leagues From Minorca to the Islands of Eeres, N. N.E. 60 leag. From the Island Formentera to the North-end of Sardimen, E. N. E. 70 leagues From the South-end of Minorca to the North-end of Corfica, N. E. 64 leagues From the South-end of Minorca to the South-end of Sardimen, E. and by S. and E. S. E. 48 leagues From loica to Algier, S. E. and by S. 40 leagues From the Island Formentera to Cape Palos, S. W. and by W. 30 leagues From the S. W. Point of Formentera to Cape St. From Ivica, or Formentera, to Allicant, W. Southerly, 18 leagues

> Here followeth the Making of these Lands, and how they Appear at Sea.

In this wife doth Cape St. Martin appear, when it lies N. W. and by N. from you, and distant about tix Leagues.

In this manner doth Cape Sr. Martin appear, when you are so near the low even Land, that you can discern it, that whereon the Light House standeth, when it bears N. W. from you, and distant five Leagues. Then bears the West Point of Ivica N. E. and by E. from you, about four Leagues; then may you see another Island West of it, shows it self white, and makes as followeth.

In this manner appears the West Point of Ivica N. E. and distant from you four Leagues, when Cape St. Martin bears N. W. from you, five Leagues off. In this manner appears Cape St. Martin, when it bears W. N. W. 7 or 8 Leagues from you.

Cape St. Martin bearing W by N. distant four Leagues, doth appear as in the last.

Cape St. Martin bearing W. N. W. diftant four Leagues, shows it felt after this manner.

When Cape St. Martin bears N. and by W. and N. N. W. about four Leagues from you, it shews it self on this manner; but being a good distance off, you cannot see the outermost low Land.

In this manner appears the Land about Cape St. Martin, when it bears West about two Leagues off. St. Antonia lies then W. N. W three Leagues from you, and the high Mountain called the Suggar Loaf, lies W. and by N. The Mountain here at the South-end marked A, seems then to be an Island, and lies then from you S. W. and by W. three Leagues. There is good Riding on both sides, on one side for a North, and on the other side for a W. and W. S. W. Wind, and all good sandy Ground.



When Cape St. Matin lies S. W. and by S. distant four Leagues, it appears thus, with the Land to the Northward of it, in this and the following Figure. Cape Antonia lies then S. W. and S. W. and by W. about three Leagues distant, and the high Mountain S. W. and by W. and Denia W. S. W. Westerly. By the letter S lies Xeaba, there is a good Road.



This belongs to the foregoing, the Croffes must be joyned together. Next the Mountain bearing W. N. W. lies Olivia; alongst this Coast is good Ground.



distant from you, the E. Point of Ivica lies then E. S. E. and the W. Point S. E. and by S.

In this manner appears Cape St. Martin, when it bears S. W. and S. W. by S. about ten Leagues from you.

The East Point of Ivica bears then E. S. E. and the West Point S. E. by S. from you.

And being more Northerly shows it self thus.

When you fail between the Main and Mount Callibre, then the Islands or Rocks appear thus. When the greatest Hill bears E. S. E. distant four Leagues off, then are you about three or four Leagues from the Main, which shews it self double; and up-land is a high Hill W. N. W. from you, which may be easily known.

In this manner appears the Hill, lying W. N. W. from you, as you fail between Mount Callibre and the Main.

In this manner appears the aforesaid Hill with the Land to the Northward of ir, and bearing W. N. W. from you, the Islands of Monte Gallibre between you and the Main, and then they seem low against the Hill, and are then N. N. E. 24 Leagues from Cape St Martin.

When the aforesaid sharp Hill bears W. and by N. from you, and the other Point which followeth here under and reacheth to Tortosa N. W. and by N. and then the Land appears in this manner, and then the Rocks of Monte Callibre bear West of the high sharp Hill, which you may see above all, with the East Point of Majorca also.

This is the following part of the last parcel of Land which reacheth to Tortofa.

When the aforesaid sharp Hill bears N. W. and N. W. and by N. distant eight or nine Leagues, it appears with the Land to the Northward of it, thus.

When this high Mountain with the two round Hill bear N. W, and distant three Leagues, it shews thus, and then Barcelona bears East from you. This Mountain lies up-land, and may be seen ten or twelve Leagues off as you sail along shore, and then other high Land hides it from you.

When you are between Teragona and Barcelona, this Mountain or Hill bearing N. W. the Land appears thus.

I his

This belongs to the last part or parcel of Land, the Crosses joyn'd together.



Barcelona bearing N. W. and by W. from you, shows it self thus,



The Land from Barcelona to Cape Dragon, appears as in this and the three next following Figures, when the West Point bears W. and by S. and the East Point N. and by E. and distant five or fix Leagues.



This belongs to that above, the Croffes must be joyned together.

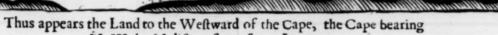


This belongs to that above.

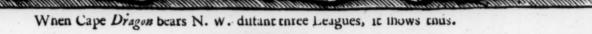
This belongs to that marked A.

When Cape Dragon bears North, diftant ten Leagues, it shews thus.

When Cape Dragon bears N. W. five Leagues distant, it shews thus.



N. W. by N. distant six or seven Leagues.





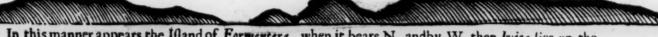
When coming from the Eastward, and failing Southward about Ivica, the Spanish Coan mows it feir thus, you being distant 16 or 18 Leagues. The Eastermost Land you then see, is Cape St. Martin, and the other is the high Land to the Eastward of Allicant.

Thus appears Ivica when it bears N. E. and dutant nve or lix Leagues.

When Ivica bears N. E. and by N, and diftant feven heagues, it shows thus.

The East-Point of luica shows thus, when it bears West, Notherly.

Thus the Island Formentera shews it lest, when the West-Point bears North, and distant five Leagues. And the East-Point N. E. by N.



In this manner appears the Island of Formentera, when it bears N. andby W. then luica lies on the East-side of it, in form as you see; the round Hills being to the Northward of you, and close to Formentera.

G 2

Thus

Makings of Land on the Coast of Ivica and Aajorca.

Thus appears the Island Formentera, bearing from you W. by N. distant fix Leagues.

Thus appears Formentera, when the West-Point bears N. W. by N. and the Eastermost N. N. W. Northerly.

When Formentera bears N. N. W. it shews it self thus.

When the ragged Point lieth N. W. from you, distant two Leagues, thus shews the Island.

When the West part of Ivica bears West by South, and the Eastermost W. N. W. it shews it self after this manner.

When Ivica bears S. S. W. and S. W. by S. from you, it appears thus.

When the North-tide of Ivica is diffant from you about four Leagues, and bears W. and by S. and the E. part three Leagues S. W. and by S. then it shows thus; but when more Sotherly, then the low Point marked A, is the outermost land, and the blough Poynt shuts it self in, and cannot be seen.

When the E. Point of Ivica bears S. W. by W. and W. S. W. it shows thus. When coming from the Eastward, and Ivica bearing S. W. by S. 8 or 9 Leagues, it shows Hilly like Islands, and the S. E. side may be first seen; therefore you may go either to the Northward or Southward of it.

When Ivica bears S. S. E. and S. by E, and distant five or fix Leagues, thus it shows.

This belongs to that above, the following part thereof.

When the East-part of Ivica bears S. E. from you, and the West-Point S. E. by S. then it appears as in the Figure here, and the next following.

This belongs to that above, joyn the Letters A A together.

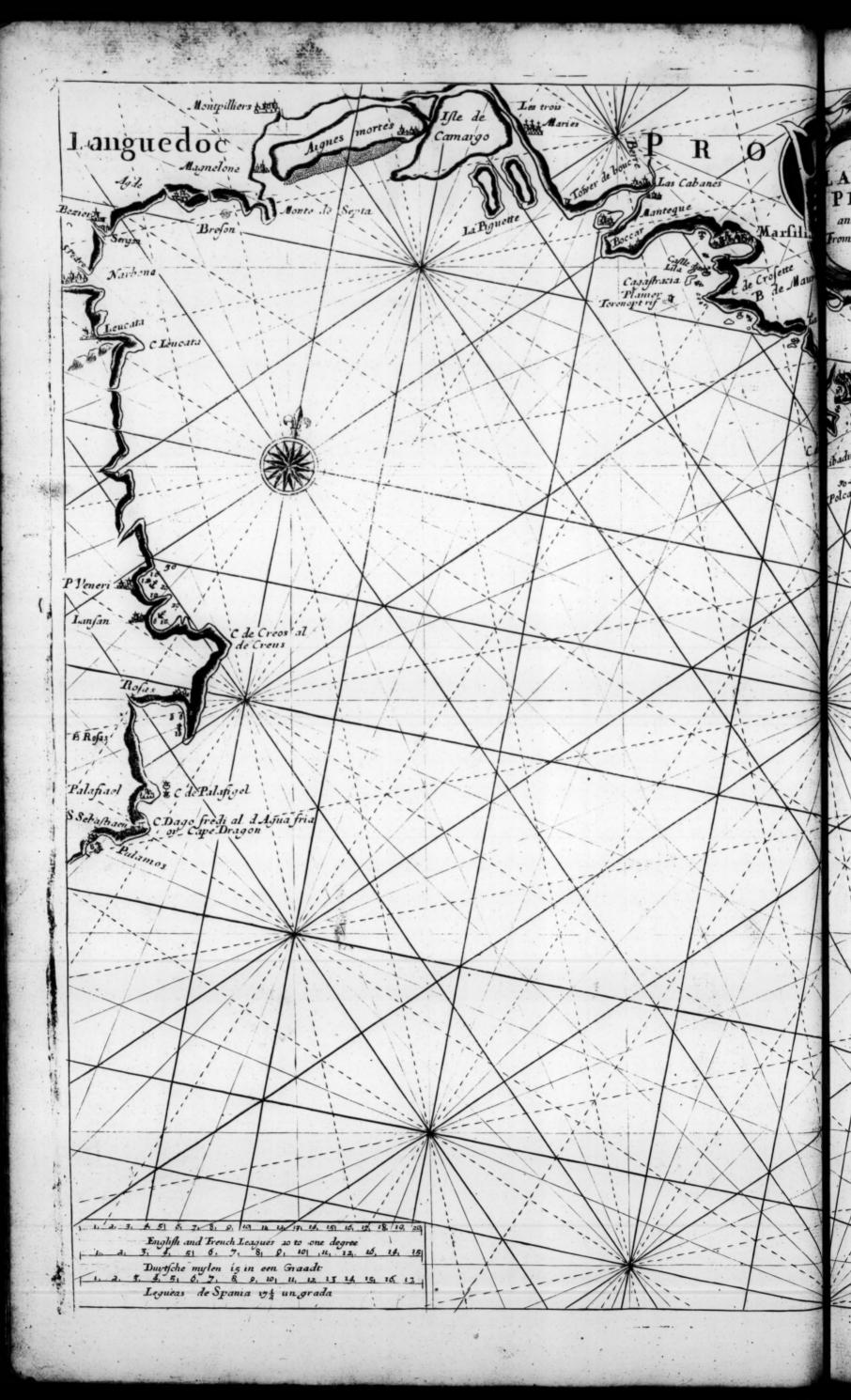
When the West-end of Majorea lies N. N. E. and N. E. by N. distant four Leagues, then it's thus. Then the Land to the Eastward hath a great Bay, and in that Bay liesh the City Majorea. And that low Land that seems to lie off from the Bay, will soon be shut in or hidden, when you sail to the Northward. The Mountain that seemeth to stand alone, at the Eastermost end, as is set down in the following Figure, is the South Point of Majorea.

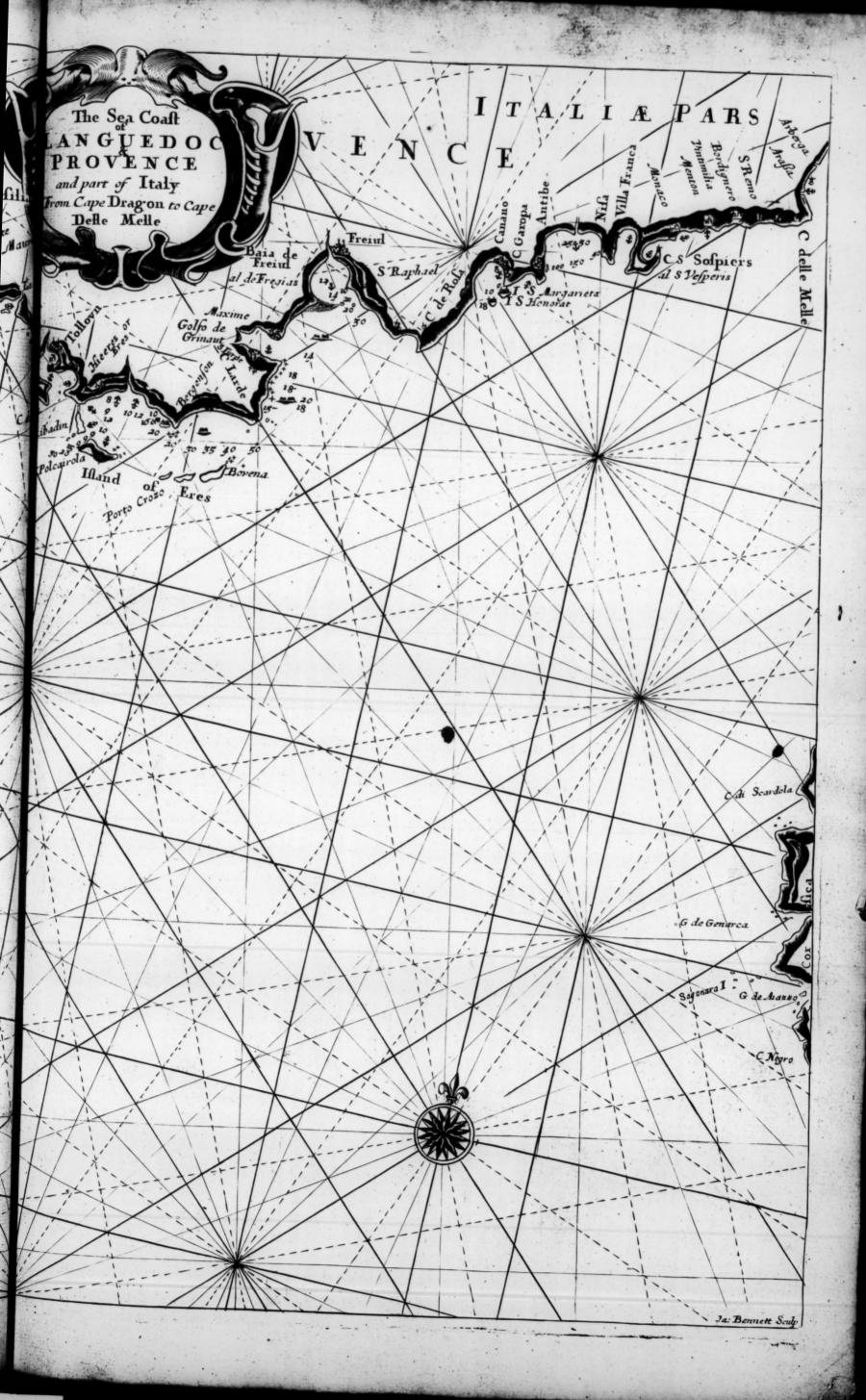
This belongs to that above, the Croffes must be joyned together.

In this manner appears Majorca, when the West-end lies N. E. from you.

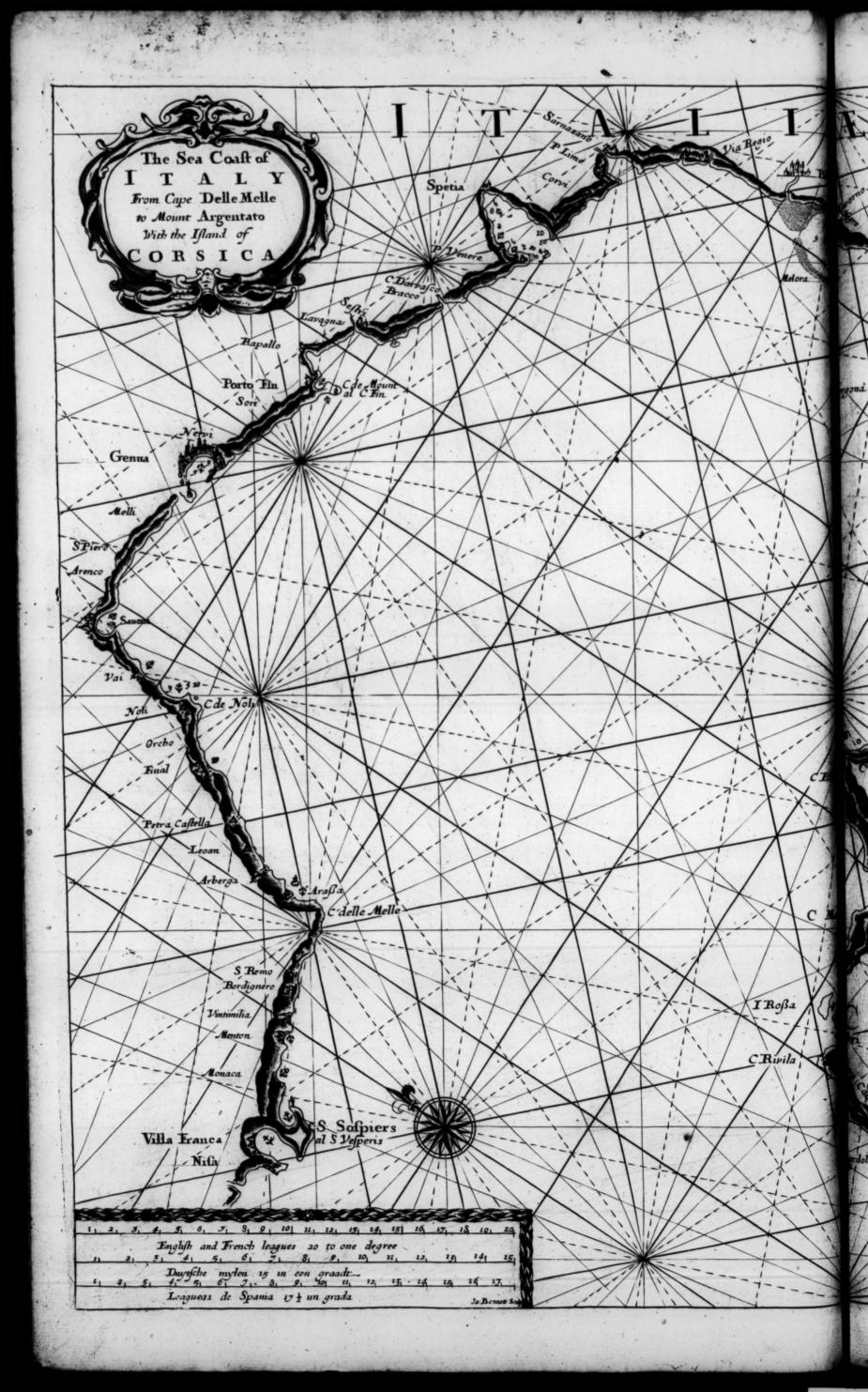
In this manner Majorca thows it felf when you lie before the Bay, in which the City lieth; the City then being about two Leagues distant.

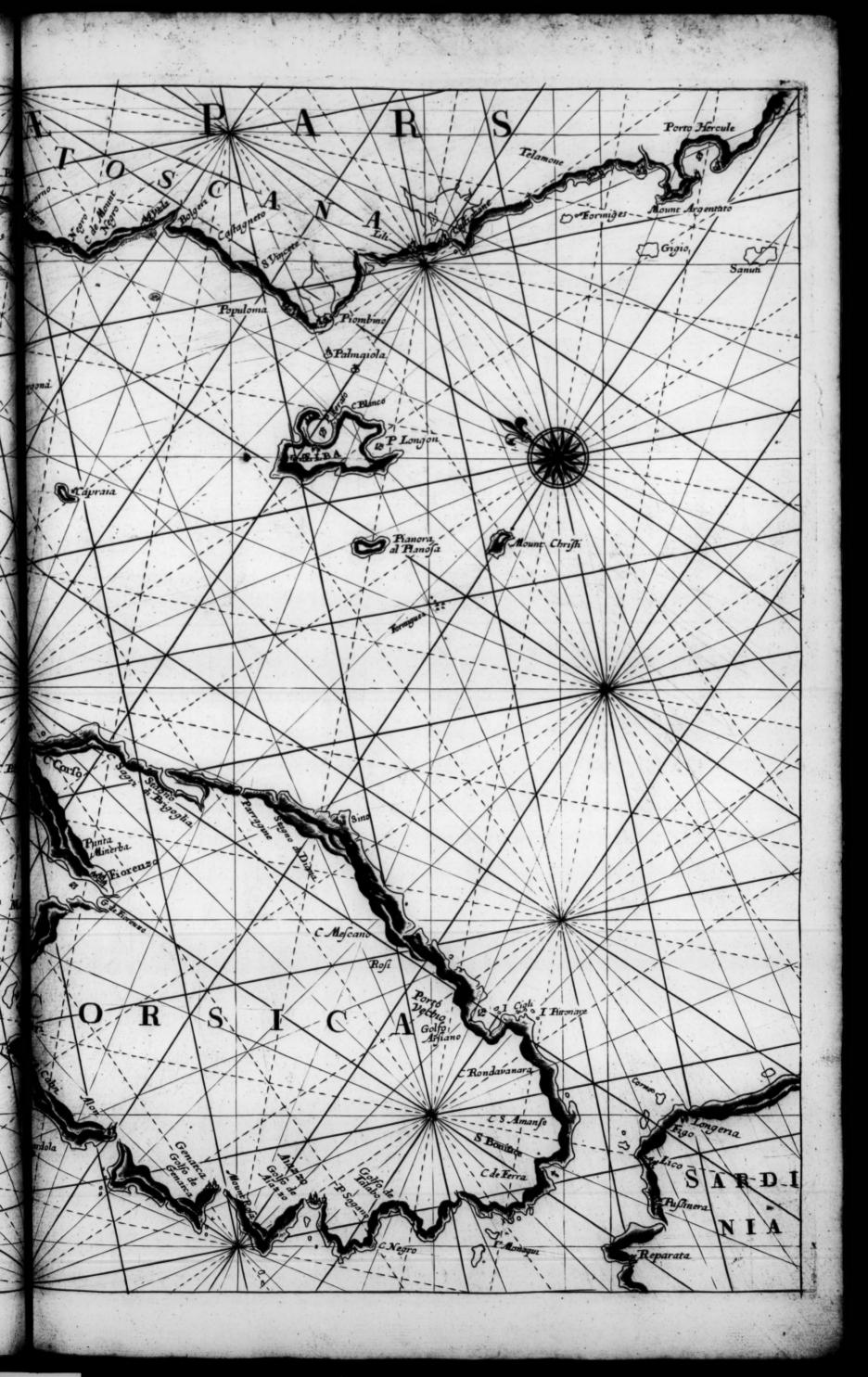
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In this manner the Island Caberera (on the South-Point of Majorca) shews it self.

When the West Point of Majorca beareth E. 8 or 9 Leagues off, then thus.

In this manner appears the West-end of Majorca, when it lies E. by S. and E. S. E. seven Leagues off.

In this manner appears the West-end of Majorca, when it lies S. E. by S. distant fix or seven Leagues.

In this manner appears Majorca, when it lies S. S. E. nine or ren Leagues distant.

Thus doth Majorca show it self, when the East-end bears E. by N. and the West end S. E. by E. distant four Leagues.

In this manner appears Majorca, when you are on the West-side about fix or leven Leagues distant, the East end bears then East, and the West-end S. S. W. then may you see between the Point and Dragonera.

In this wife doth Majorca shew it felt, when the East-end bears S. E. by S. and the West-end South, distant eight Leagues.

In this manner doth Mijorca appear, when the East lies E. S. E. and the West-end S. by E. distant four Leagues, then may you fee upon the Deck the two Rocks that lie at the West-end.

On this wife lies Majorca, when the East-end bears South, distant fix Leagues, and the West-end S. E. seven Leagues, then may you see two Hills lie West of the Main Land.

Majorca appears Hilly, when it bears S. W. and so far that you can but just see it.

In this manner thows Caberera at the Southend of Majorca, bearing W. by N.

When Majorca is distant fix or seven Leagues, it shows thus.

The Coasts between Cape Creos, and Cape Delle Melle, with the Islands of Corsica, and Sardinia.

To the Northward of Cape Grees, lies a good Road, Sea runs fo high, and short withal, and breaks and flies called Laufon, where you may Anchor in fix, eight, nine, or ten Fathom water; and a little more Northerly is another good Road, or Bay, where in fix, feven, or eight Fathom, there is good Anchoring.

Gulf of Narbona, it is all over good Anchoring, from Cape Greos to Narbona.

Narbona.; Dragon, and the French Islands, runs fuch a Sea, as is a good Mark to know Marcellia by. is admirable; infomuch, that when it blows hard, the

so fearfully, that it's terrible to behold; yea, and fometimes fo forcible, that it overfers Ships; but what the cause is, is not yet known.

From Cape Dragon, unto Marcellia, the Course In most places on the West-side, or Coast of the over the Gulf of Narbona, is N. E. by N. thirty six Leagues.

ape Creos to Narbona.

About two Leagues from the Land of Marcellia, Marcelli

If

Cape Croos.

If you intend for Marcellia, and the Wind Westerly, then go to the Westerly, but if Eastward, then go the Eastward of the faid Rock, and then steer away North for Marcella, it lying in a Bay very wide: In which Bay lieth three Islands, called Gagastracia, Lilla, and Castel Ditto; this last is the smallest, the other two lie close together. Towards the East shore and City, standeth a Castle and Windmil.

You may Sail on both fides of Cagastracia, and Lilla, and also between them both, it is all fair and good Ground, and on the West-side it's very broad. Between Gastle Ditto, and Lilla, nearest the last is good Anchoring, in feven, eight, or nine Fathom water.

But the French commonly Anchor between Cagastracia, and Lilla, they count that the best Rode; there you lie in about eight Fathom water, with two Anchors to Seaward, and a Fast on shore, on the. Island of Lilla.

Between Castle Ditto, and the Main, or the East shore, you may sail to the City, but midway between it and the City lies a sunken Rock; but between Castle Ditto, and the two other Islands, is the best Paffage.

To the Eastward of Castle Ditto, lies two Islands more, close to the shore. You may fail between them and the shore towards the City, where when you have

least, you have five Fathom water.

When you come before the City, you must Anchor by the Tree, and so warp into the Haven; at the entrance you have no more than twelve foot Water, therefore great Ships must Ride between the Islands in fix Fathom water, and there Lighten your Ship before you can go in. On the S. E. fide of Cagastracia, is a Haven, in which may lie four or five Ships; you must lie on the North-side of the Haven with an Anchor to Seaward, and two Fasts on a Rock.

Under Castle Ditto, you may Anchor likewise; but if it happen that you cannot get into the Haven of the Town, nor under the Island, by reason of foul Weather, then you may go to the Northward, or Westward of all the Islands, and Anchor to the Northward of the Haven of the City, in nine or ten Fathom

good fandy Ground.

The Castle of Marcellia, stands on a high Mountain, to the Southward of the Town, or City. The Marcellia. Land to the Westward of Marcellia, is all fair and

even, till you come to Boccar.

From Cape Cruseta, being the East, or South-Point of the Bay of Marcellia unto Lacita, the Course is Three or four Leagues before Lacita, is an Island, called Aquille; you may fail on both fides of it, and Anchor behind the same in ten Fathom; the Course in, is N. E.

Those that sail in to the Westward of the Island, must take heed of a dry shallow place between the Westend, and the Island, where is but two Fathom water; therefore you must sail nearest the Main, till you come within the Island, then run Easterly, and com to an Anchor near the Island; and if your Ship draw not too much water, you may Anchor behind the Head of the Town, where you have fourteen Foot water.

East of Lacita, lies a little Town called Senary, where is good Road for little Ships, in Easterly and Northerly Winds, but a Southeast Wind causeth a Sea.

From Marcellia to Cape Toloun, the Course is E. S. E. Southerly, and diffant ten Leagues.

If you defire to fail into the Haven, or Harbour of Toloun, coming from the Westward, then sail close to the Westermost Point, and then the Harbour lieth N. When you come within the Westermst Point, there is a shole off from it, therefore yeu must go further into fif-

Winds', but if you defire to go to the City, then the Point whereon the Castle stands, is to the Northward of you, and being past the West Point, to which you may fail, (but there reacheth another Point, about Musquet-shot off, which you must shun, and Sound as you go) when you are past the Point of the Castle, stand away for the Town, and Anchor where you pleale, it being all fost muddy Ground; such as would Anchor there, were best to carry one Anchor on shore.

There also runs a River by the Town, where into you may fail: But before the Town, is the Place where they Load and Unload. The Passage to Tolown, is wide and good Anchor-ground, on the Eastermost fide is good Anchoring with Easterly Winds. Cape Tolour is a round Point of Land, being higher than the Island of Eres, to the Eastward of the same, by which

it is well known.

To the Eastward of Cape Toloun, are the Islands of Eres, being five in number; the Westermost nearest Tolon, is called Robadin, the next Polcoirola, the Eastermost is Bovena Bononia, and that which is most Westerly is Porto Crosa. The Island Robadin, is joyned to a dry Cliff near to the Main Land, so that you cannot sail between the Island and the Main. On this Island standeth a Castle, and on Policoirola, on the North-fide, stands a Church, which may in Sailing on the South-fide be feen.

Betwixt Robadin and Poleoirola, you may fail without danger; but near this last, lies a blind Rock or

two, which you must shun.

This Haven, and the Rode before Eres, lie N. N.E. and S. S. W. distant two Leagues, you may fail near either side without danger, and Anchor as well under Robadin, as Polcoirola, or any where, for it's all good

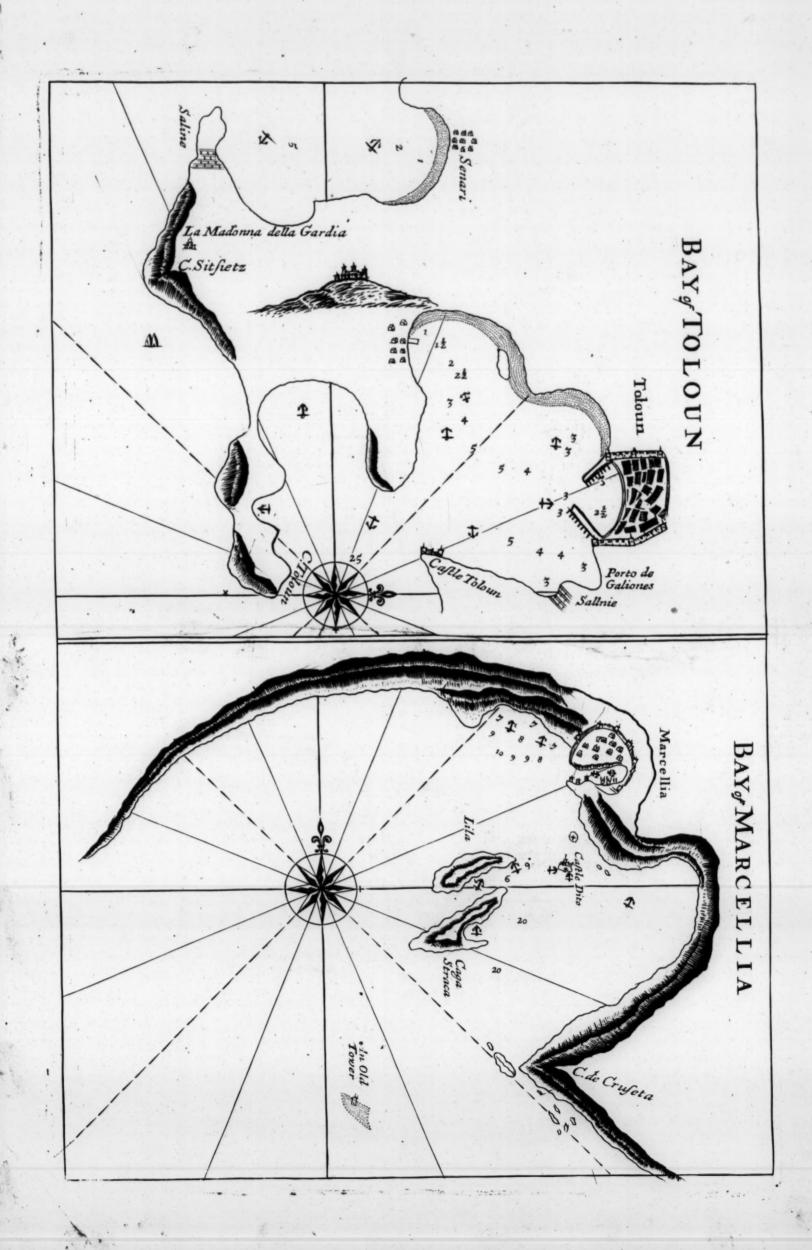
East of Polcoirola, is likewise a Water large and wide, where you must sail in North, then the Road of Eres bears N. W. Northerly, two Leagues from you; betwixt Porto Grofa and Bovena, is fafe failing.

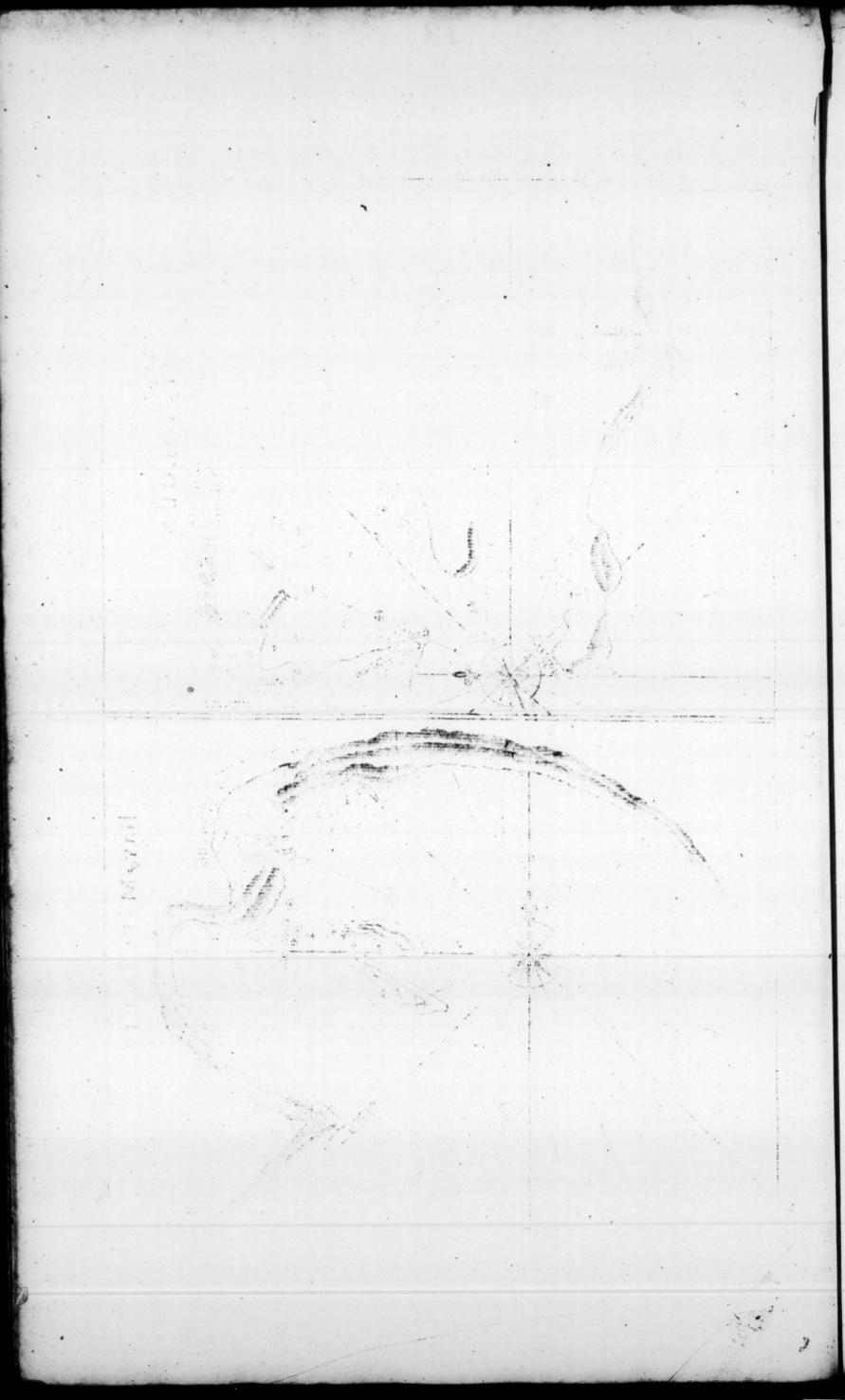
Those that in coming from the Eastward, defire to fail between the Islands of Eres, must in regard of the Rock that lies East, from the Eastermost Land called Bovena Bononia, and just above Water as big as a Boat, you must shun the same; being gotten within the Eastermost Island, run West in, then doth the Rock lie on your Larboard fide, coming to the second Island called Porto Groso. On the West of it stands a Castle, and over against this Castle stands a small Island, where is a Haven; you may Anchor there before the Castle. Next the second Island towards the Main Land, lies a black Rock above Water, behind which is good Anchoring under the Main Land in seven or eight Fathom water. And the Cape Berganson, to the Eastward off from it, lies a black Rock close to the Main, where the Barques and Tatans fail throw; due Welt of Cape Berganson, lies a small white Island, on which stands a great Castle, called Berganson, from which the Cape derives its name: West along from this Castle is good Ground till you are past Eres, you may Anchor any where in four or five Fathom. fifth is not an Island, but is joyned to the Main, but when you are near Cape Bergauson, it seems to be an Island; it's a low green Land having three Trees on it, and an even smooth Land. In this small Road within the Land, is a Water, which reacheth from the Main to this Island; this Place is very like to St. Panns. On the fourth Island stands a Castle, which you fail by in going in. And on the fifth Island, t which the low Land is joyned, flands a Castle also. Betwixt the fourth and fifth Island, there lies another small Island, which makes the entering of the Hateen or fixteen Fathom, where you lie sheltered from all ven, Betwixt this and the fifth, the Barques and

Tatans

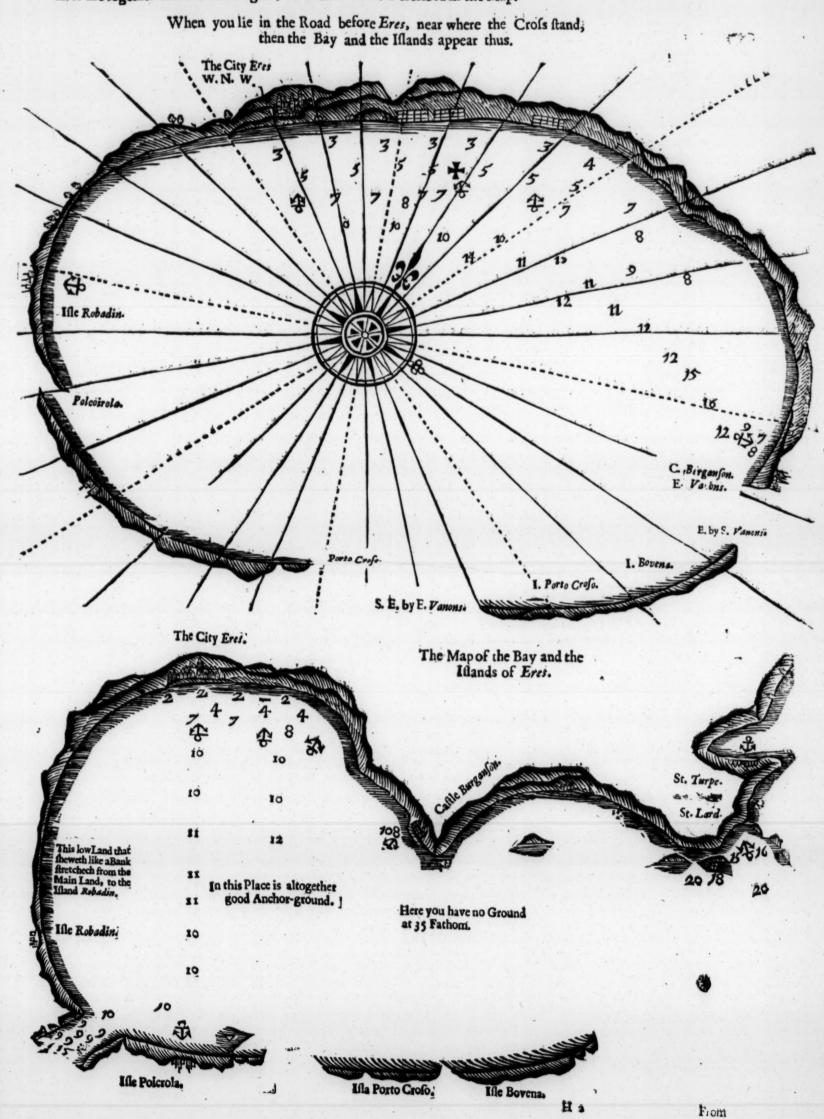
Caftle Ditto.

The Ca-





Tatans sail through; and there lies between these, some little Hills. Unto Cape Toloun, the Course is West; within it is wide and deep, till past the third West by North, three Leagues. The Islands of Eres are together about three Leagues, and reach from Described in the Map.



Eres.

Berganson Castle of Berganson stands, the Course is W. S. W. four Leagues; in the Passage it's very deep, but when pall the Point, you may Anchor to the Westward of the Castle in ten, twelve, or fourteen Fathom, and is a good Road for E. or Levant. From the Castle Berganson to the Road of Eres, the Course is West, Notherly two Leagnes.

> You may Anchor before Eres, either above or below the City, in four, fix, or ten Fathom water; in ten Fathom you lie half a League from the shore, it's

good Anchor-ground.

Point of Berganson, then the City Eres lies against a Mountain, or Hill; you may also see the salt Mountains lie against the Water-side, with a few Houses. At these Places is very little Lading, or Trading, faving Salt, which is made there every Year.

These Islands of Eres, lie over the Golf of Narbona, or Marcelia; it is the first Land that is seen

coming over the Gulf.

From the East-end of Bovena, which is the Eastermost of the Islands of Eres unto Cape de Lard, the Course is N. N. E. Easterly; on Cape de Lard, stands a Fire-Tower. This Cape is the West Point of the Bay of Freivul; N. by E. fix or feven Leagues between these two, lies St. Torpe, in a great Bay.

About half a League East of this Cape de Lard, lies two or three Rocks, but you may fail between the

Rocks and the Main Land.

If you will fail from Cape de Lard towards Saint Torpe, then keep the West shore on board, either within or without the Rocks, as you think fit; without the Rocks you have fifteen, eighteen, and twenty Fathom water, and more Westerly towards the Islands of Eres it's deeper; due North of the Cape, is a fair and large Creek, or fandy Bay, there is good Road in N. W. and S. W. Winds. As you fail along this shore, you shall see to the Northward a crooked Point, and close behind this Point runs a great Creek into the Land, called the Gulf de Grimault; when you fail by, and this Point bears S. W. from you, you may fee the City, it lies not far from the Point at the Water-side; and near it on a high Hill stands a Castle, and over against it lies another Castle, or Town, called St. Martin.

When you are past St. Turpe, and would go into the Bay of Freivul, you may see more Rocks, the which you must leave on the Starboad side; if you would go to the Westward of them, keep the West shore on Board, till you have the Bay open, you may then see two small Islands more, near the East shore, called les Lyons, the one is close to the Land, and the other about Gun-shot from the Wall, and are distant from each other about Musquet-shot; you have twenty Fathom water between them, hard fandy Ground .

When you are past them, sail N. W. about Gunshot, and come to an Anchor in ten, or twelve Fathom water; it's foft and muddy Ground, therefore your the S. E. of the Castle, is the Road. Anchors must be well shod, and although they are, yet nevertheless in a storm they will hardly hold; but the nearer the Islands the harder and better the Ground, and deeper also. But those that would lie to the Eastward, must lie so, that the Westermost Island may bear E. S. E. of them, that so you may with a Westerfide, that with an Easterly Wind, they may the better fail between the Islands.

You may fail between the Islands and the Main, but fuch as do, must be well acquainted, otherwise it is not good coming in there, for there is a Bank reacheth

From Cape de Lard, unto the Point on which the from the West shore; also there are some blind Rocks, which you must be careful of, therefore the safest and furest way is between the Islands.

> This Bay, or Road of Freivul, is noncof the best, for with E.S. E. and S. E. Winds, there goes a great Sea; and in regard of the foft Ground, your Anchors will not hold.

> Therefore those (that with a Levant) must lie by about these Parts, were best to bear up for the Islands of Eres, and Anchor behind Berganson, in eight or ten Fathom water.

Those of the Town of Freivel, in the War with When coming from the Eastward, and past the the Duke of Savoy, broke down about half of the Town, and have wholly Levelled the Villages at the Sea-fide, on the East shore within the Bay, to firengthen the Town, that they may the better keep it.

> From the Road of Freivul, to the Point on which the Light-House standeth, the Course is E. S. E. Eafterly, two Leagues, it's a low Point; from which, a League East, lies Cape de Rosa, being a high and uneven Point; and from thence N. E. towards the West-Point of Ganano, it's all high uneven Land, (well to be known) and about eight Leagues distant,

thews it felt like Islands. The Haven of Canano is very good, lying to the Canano, Northward of Cape Rosa; you must fail along the shore till you come to the two Islands, that lie before the Haven, close by the outermost; you have eighteen Fathom water. On that Island stands a Castle, from which there lies a Bank to Seaward, Gun-shot off; on the other Islands stands three Towers, when you are past and within these Islands, you have thirty Fathom water. Sail then into the Bay North, till you come within the Castle upon the Eastermost Land, and lay your Sea-Anchor in eight or nine Fathom, and carry then your other Fast on shore; and there you lie shel tered in all Winds, except South, which blows right in; the East Point then bears S. E, and the West, S. W. Those that are not acquainted, need not Fire but one Gun, and you will have Boats come Aboard

From the Island on which the Cloyster stands, to Cape Garopo, the Course is E. N. E. West of the Cape is a crooked Point, on which standeth a Light-House. It's also a fair fandy Bay, and good Riding in Easterly Winds.

About two Leagues past the Point to the Northward, lies Antibe, a Town with a Castle, East of it, there is a Head to Seaward, where small Vessels may

lie in Levants and Southerly Winds.

From Antibe unto Nifa, the Course is E. N.E. three Antibe. Leagues. And from Cape Garago to Nifa, the Course is Northeast, distant three or four Leagues. Nisa is a handsome Town, Walled about, and lies close to the Water-fide on a plain, infomuch that in a Storm, the Sea beats against the Walls of the Town; and to the S. E. of the Town, on a high Mountain, standeth a great and strong Castle to defend the Town; and to

This Road of Nifa, is but a bare Road, and very bad Nifa. when the Wind blows out of the Sea, either South, or S. E, or S. W. the Ground is very steep; in regard of which, although there go great Seas, yet it beats not against the Banks. You lie there with two Anchors to Seaward, and a Fast on shore to a Stone; your ly Wind, reach above the Islands. And those that Anchors lie in thirty, or thirty five Fathom, yet your would go to the Westward, must Anchor on the East- Ship so near to the shore, that your Lading is carried on shore on a Stellage, which is made of a few Dealboards and laid on a Boat, reaching from the Ship to the Land, then you fail to Villa Franca, till you have dispatcht, or the Master done his Business.

Between

fall with this Coast, with the Wind at Sea, or a Lewant, must lie by, and not venture into the Bay; for a League East; and between these two is a reasonable rhough it be sandy Ground, yet it's no good Road: For it's Stony and steep, and in many or most places, ty and thirty Fathom deep. you have 100, or 120 Fathom water.

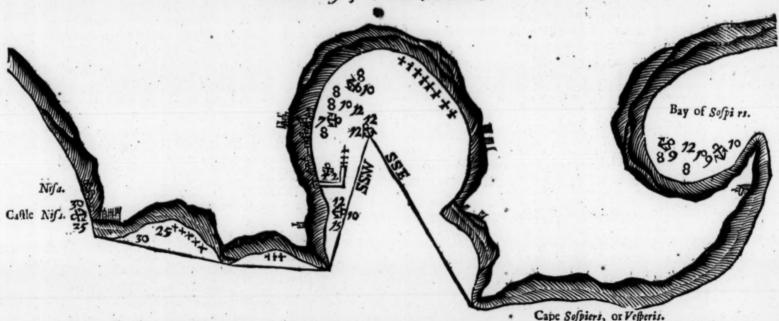
About the middle of the Bay, issues a River out of the Land, near which, is Anchor-ground in twenty five, or thirty Fathom, but in no other place can you find Anchor-ground.

On the East-side of this Bay lies Villa Franca, a lit- but deep Water.

Between Antibe and Nifa, is a great Bay, such as the to the Eastward of Nifa, the Land reacheth from Nisa to Villa Franca, first E. S. E. and afterwards half great Bay, but there likewise near the Land, it's twen-

> The East and West Point of Villa Franca, lie W. N. W. and E. S. E. distant about a mile; on the West Point stands a Light-House, and half a League beyond the East Point stands a Chappel, upon Cape St. Sospiers: all over these Coasts, it's fair and clean,

The Bay of Villa Franca.



Cape Sofpiers, or Vefperis.

but dangerous at coming in with fome Winds, in regard both fides are high Land. When you come in, you shall have sometimes Gusts, and sometimes Calins, therefore when coming within the Point, you fee a Reddish place on the Land, near which you may Anchor in thirteen or fourteen Fathom; you have no other Anchor-ground in the whole Bay, till you come to the Town, which lies on the West-side, where there you may Anchor in nine or ten Fathom, and carry one Fast on shore.

Then the East Point of the Bay will lie S. S. E, and the West Point S. S. W. and a Southerly Wind blows right into the Bay.

You may go further into the Bay, and all along Westward, you lie with two Anchors to Sea, and two Fasts on shore.

A little to the Southward of the Castle, that lies to the Southward of the Town, there is a Head, or Key, behind which you may lie with Ships that draw ten or twelve Foot water; ir was made for the Galleys, or to clean Ships by. You need fear nothing on either

fide, except running on shore. When coming out of the Sea, and come near Villa Franca, the West Point of the Haven lying North, or N. N. E. from you. The Town cannot be feen but is shut in behind the West Point, on which standeth a Light-House, but the East Point is crooked and low; and a good way within the Point, on the Eastreat thick white Tow fide of the Haven, Itands three ers, and half a League to the Westward, lies a great Castle on a Mountain, close to the Water-side, and near the same lies the City Nisa, by which these Places may be known.

I advise you not to come into the Haven of Villa Franca, to feek for Road with small Ships, especially those that are bound to other Places, for all that

This Bay of Villa Franca, is a great and large Bay, are under eighty Tun, must pay Toll for all their Goods before they can depart.

Suppose 1 were bound to Geneva, or Livern, or any other place, in a small Ship, and when past Villa Franca, were fore't to bear up with Easterly Winds, and put in there and come to an Anchor; Ship and Goods is forfeited to them, if they did but know that they had failed by the Haven; but great Ships may come in frank and free, paying Anchoring, and some other petty Charges, amounting to about twenty Royals. It's a small Town, and like to Nifa; in subjection to the Duke of Savoy.

A League to the Eastward of Villa Franca, is Cape St. Vespiers, being a low Point, having a Chappel standing on it. A little farther Easterly, is the Bay of St. Sospiers, which is a fair and good Bay, with a

If you desire to be in the Haven, then you must Sail close by St. Vespiers, and by the Point on which the Chappel stands, and run to the Westward, or S. W. and come to an Anchor where you please; there is no danger if you do not run on shore.

Thence a League East, or N. E. from Cape St. Vespiers two Leagues, lies the Town of Monica, on a Point of Land; it's a good Road in Westerly Winds.

Those that would go into these Havens, must come near the shore, ere they can get fight of the same, otherwise you can hardly know them, the In-land is so high, that for the most part they lie covered with Snow: And in regard the Land is to high, you feem to be near it, when you are afar off.

From Monaco to Menton, it's N. E.by E. a League: you may Anchor to the Eastward of the Town in eight or ten Fathom water; then E. and S. E. Winds blow off the Point. West of the Town is no good Anchoring, the Ground is foul.

Near

this place may be known; when this Hill lies N. by W. from you, and you three Leagues from the Land, then Menton bears N. N. W. and the sharp Hill lies betwixt two high Mountains, and a little West of cannot Anchor amis, it's all good Ground. these lies a flat Mountain, and a Hill upon the Westend of the same.

Then lies Manaco N. W. by N. and the Point of

Villa Franca about N. W.

And then the Land of Monaco and Menton, for the most part N. E. by E. and E. N. E. to Cape de Melle, between which there lies some other places, as Ventimellia, Bordiguero, St. Remo, and other places. All along this Coast are many Buildings and Cloysters, Villages and Towns, a Sandy shore, and few Points, Bona, the Course is Southerly ten Leagues. and no Havens but for Barques.

These Havens of Proventia, are most of them fair, and in time of War with Spain, are free for Dutch Ships to run in; but for fuch as in failing by Corfica, are forc't to bear up, or lie by, in Easterly, or N. E. Winds, by reason that with such Winds, it runs fo forcible to the Westward, that you cannot

gain in turning in.

The Description of the Spa Coalts of the Mands of Corfica and Sardinia,

The N. E. Point of Corfica, called Cape Corfo, hath two Points, and lie E. by N. and W. by S. two Leagues; betwixt them Southward, is a great Creek. East of the Eastermost Point, called Cape Corfica, is good Road, in Westerly and S. W. Winds, and good

About a League South of the Point at the East-side of Corfica, lies an Island, on which stands a Lighthouse, and half a League South of the Island is a fandy Bay; and two Leagues S. E. of the Island, stands another Light-House, on a Cragg by the Water-fide: Which at first fight, coming from the Northward, seems not to joyn to the Land, yet it's so.

About a League South of this Light-House, in sailing by, there feems to be a fair fandy Bay, between two crooked Points; and on the South-fide of the Bay stands a Castle. It seemeth when without, as if there were shelter in S.S.W. and W. Winds, but the Ground I think) is not the best to Anchor in. The North Land is higher than the South, and the Coast along, are many Points and Sands, and in many places low, and without with Banks. Howbeit, some say That on the East-side of Corfica, there is neither Bay nor Road, and yet we find in many places good Anchorground.

Midway from Corfica, or more Southerly, lies a low piece of Land, on which stands a Hill. East three or four Leagues to Seaward, lies a blind Rock, and by the ripling of it, there cannot be above two or three Foot water on it; it's a little bigger than a Boat, and you ought to have special care, and not come

Near the South-fide of Corfica, lies Porto Vichio, which is a good Haven; and due South of this fide lies Bonifacio, a good Haven also. There stands a great Castle on the Point, and by the Haven lies two Rocks, called La Vegi.

lie by to the Eastward of Corfica, cannot gain much in turning, the Current always fetting to the North-

ward; therefore it's best getting a good Road.

South of Cape Gorso, on the West-side lies the Creek Fiorense, where there is a good Haven; nine or ten Leagues West of the Cape, lies the Town Cal-

Near Monaco lies a sharp Hill up-land, by which vi, due East of Cape Revila; it's one of the chief Havens of Corfica.

And N. E. of that lies the Island Rosa, behind it is good Anchoring. And all along the West Coast, you

Sardinia.

Betwixt Corfica and Sardinia, it's about two Leagues broad from St. Bonifacio; on the South-end of Corsica, to the Island Asinaria, the Course is S. W. by W. ten Leagues. From Asinaria, to the North-end of Sardinia, or N. W. Point called Pene, the Course is S. W. five Leagues. From Point Pene, to Costa di

From Sallines to Point St. Marco, it's three Leagues, and from St. Marco to the Island of St. Pedro, for the space of eight Leagues, the Course is Southerly.

The Island St. Pedro, seems to be a stony, or shelly Island, reddish coloured, and high at the West-end, and trending downward crooked. At the East-end, about a mile from the high Point, lies a Rock above Water, and some under Water. This Island lies a good distance from the Island Sardinia, large and wide to turn between them; under St. Pedro, is good Road in Westerly Winds.

About three Leagues S. E. of St. Pedro, lies the Island Palma de Soll; betwirt these there is good

space to fail, or turn.

Behind these Islands, the Turks commonly lie lurking for Ships, that fail about these Islands to the Bay of Rosa, or to Calliria; close to Palma de Soll, lies a Rock called Vaca; but the Rock Toro lies a good way off from the shore, and more easterly withal. It's the least Rock of the twain, and lies distant from St. Pedro, S. E. five Leagues.

From the Rock Vaca to Cape Tolar, the Course is East five Leagues; that is the West Point of the Bay of Rosa, it's a high bare ragged Point. East of this Point is a fandy Bay, even Ground, and good Road in

Westerly Winds.

From Point Tolar to the Island Rosa, the Course is N. E. two Leagues; in this Bay of Rosa is deep Wa-

This Island is stony and slat, reasonable big, the Rocks of a Red colour. West of it next the Island is a fair sandy Bay; near the Island West of the same, is more than twenty Fathom water, but to the Eastward is not above ten or twelve Fathom; it's a good fair Harbour to run into in thick Weather, or in the Night, you need fear nought but the shore.

From the Island Rosa to Cape Fironia, the Course is S. S. E. two Leagues; on the Cape stands a Watch-Tower, and East of it is a Bay, a good Road in We-

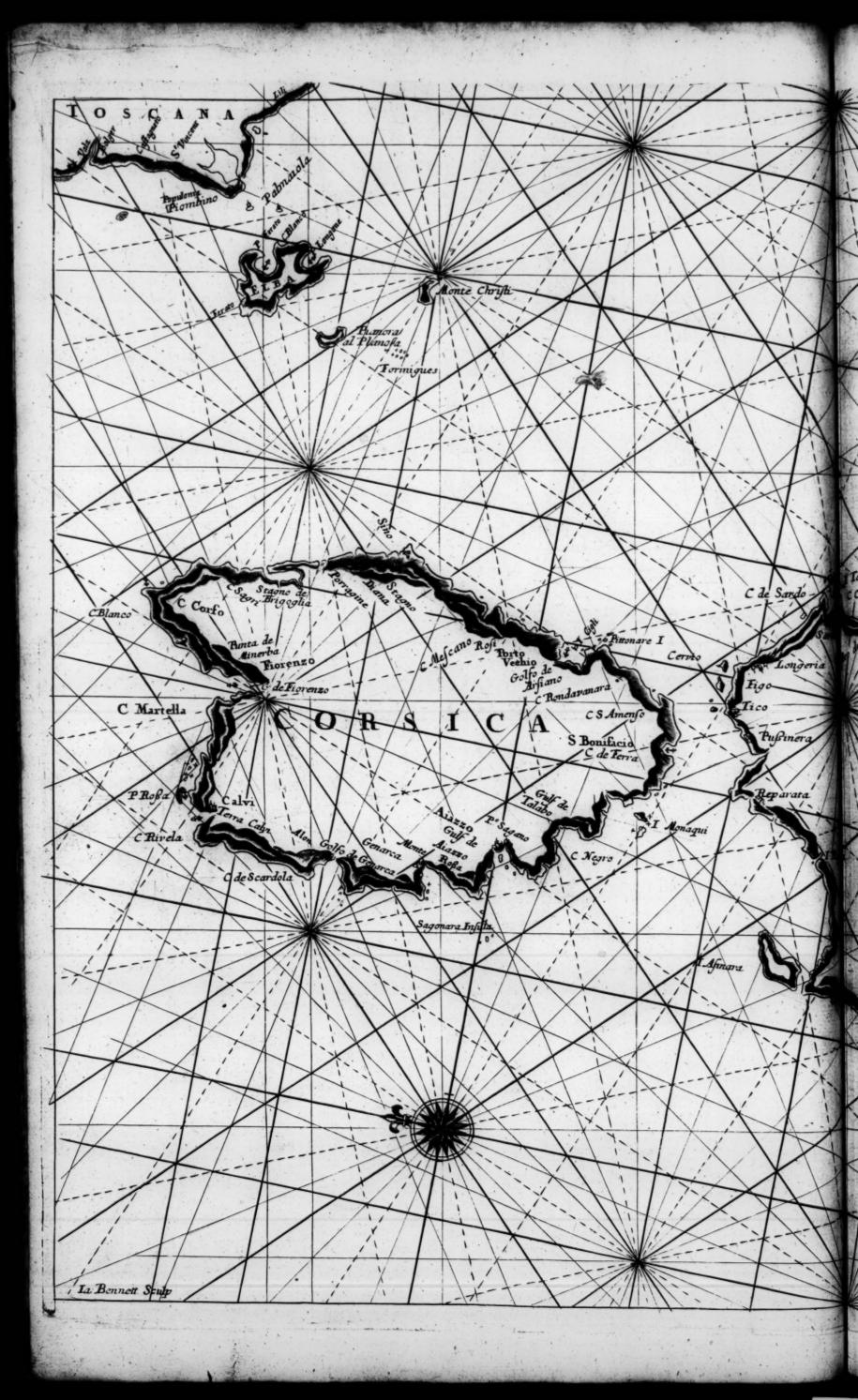
sterly Winds.

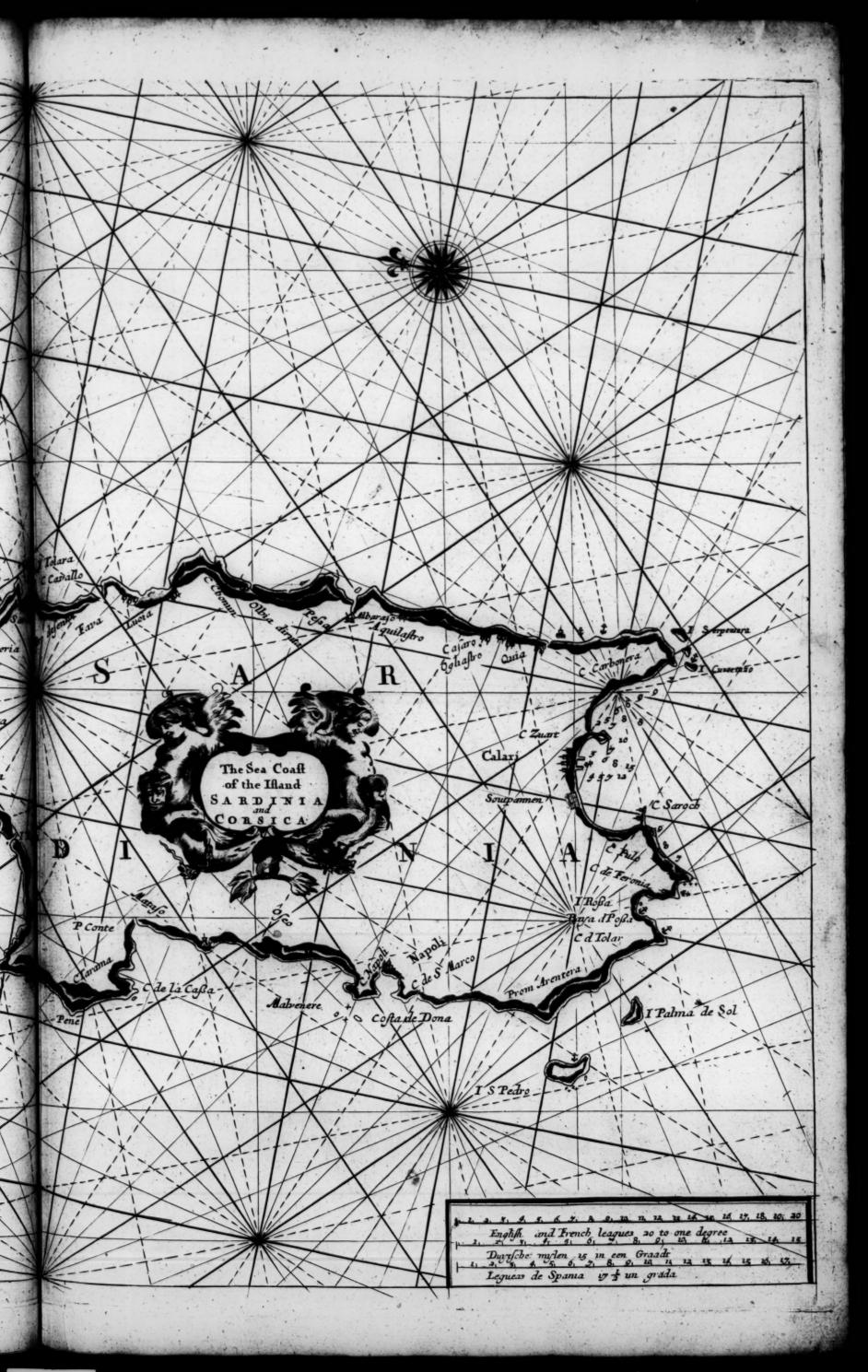
From Cape Fironia to Cape Pullo, being the West Point of the Bay of Calaria, it's E. S. E. a large L'eague; between these two Capes it's all Rocky Ground. Cape Pullo is a low Point, when coming from the Westward, and sailing about this Cape, and running N. E. towards Callaria; you have good fandy Ground, but close to the Cape, you have eighteen or twenty Fathom water, stony and steep, and the Land there is full of small Trees.

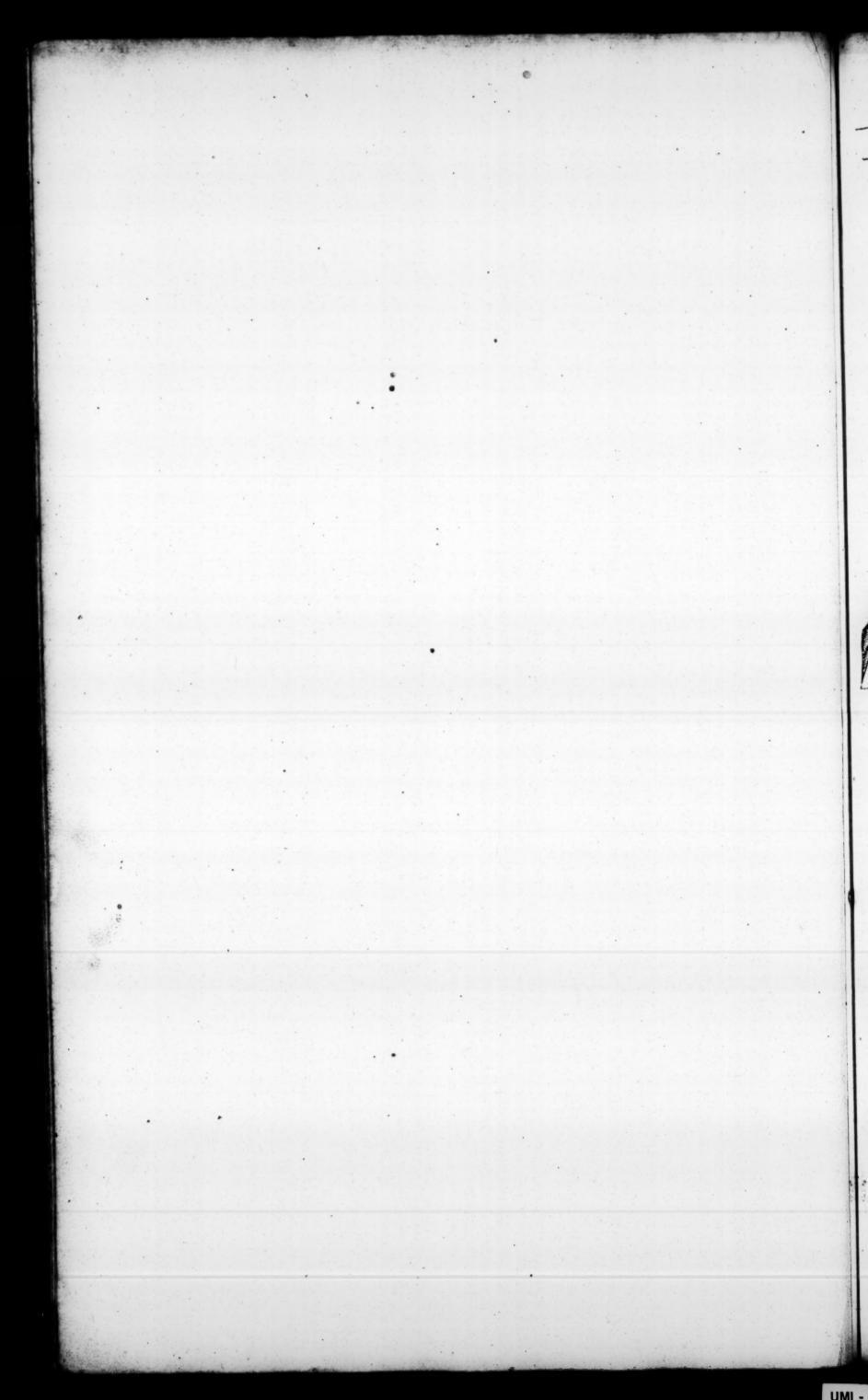
When you are past Cape Pullo, you may see ano-Those that with a Southerly Wind, are forc't to ther Point, about four Leagues off, called Cape Sa. roch; and at first it appears like to Hills, or Islands, notwithstanding it's firm Land, and on it stands two Light-Houses: Betwixt this and Cape Pullo, it's for

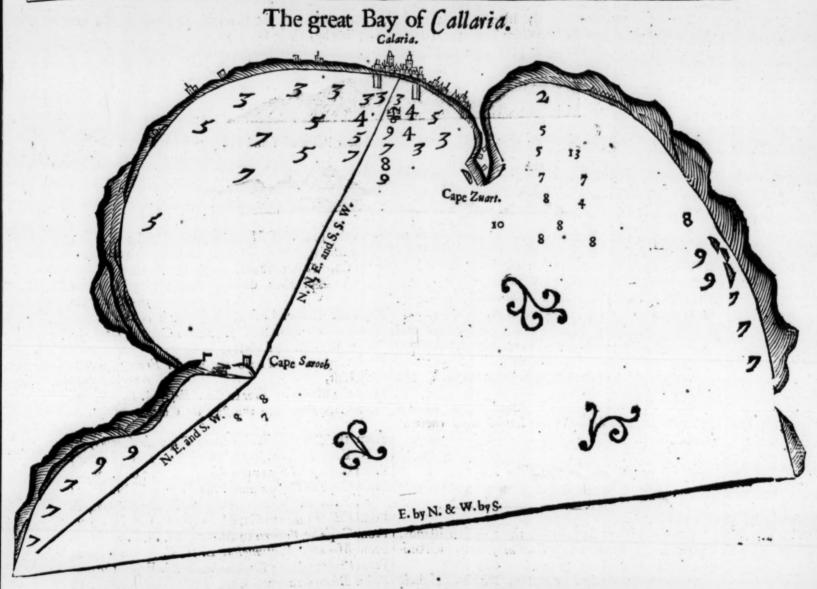
the most part a fair sandy shore.

From Cape Saroch unto the City Callaria, the Course is N. N. E. four Leagues, and between the









Cape and the City to the West, is a great Bay; and and N.W. Winds, but the West-Point of it is foul all along the Water-side low Land, and even sand, Ground, and much therefore be shunned. shore, and good Anchor-ground.

Before the City, you Anchor in three, four, or five The Road Fathom water, fandy Ground, lying under the Castle fafe from the Moors, and by reason of great Space, you have no great Dashings of the Water, a League from the Road. Two or three Leagues from Callaria is all fandy Ground, and fourteen or fixteen Fathom Water.

A League and a half S. E. of the Town, lies a Point, called Zuart; this Point and the Mand Cartelaso, lie distant S. E. by E. seven Leagues. If bound from Cartelaso to Galleria, once having this Point in fight, at first it seems to be a great Island, but joyns with a finall Neck of Land to the Main, and without the Point lies an Island, and on the Point Stands a Church and Tower; East of this Point is a great Bay, even fandy Ground.

Those that by Night come into this Bay, and cannot get fight of Callaria, may Anchor three or four Leagues from the City, where you have fourteen or fixteen Fathom water; the Bay is all over good

The Island Cortelaso, at the East-end of the Bay of Cartelaso. Callaria, lies distant from the Point Zuart, S. E. by E. seven Leagues; but from Cape Pullo to the Island bonera, which is the Southermost of Sardinia, lies an Cartelaso, the Course is E. by N. eight or nine Island, which shews it self as followeth. Leagues. Under this Island is a good Road in West

Ground, and mad therefore be shunned.

East of Cartelaso lies three Mande, more near the S. E. Point of Sardinia, the middlemost is highest, the Eastermost is called Serpentera, and hath about it ma- Serpentera ny Rocks; and on each standeth a Watch-Tower, with a Wall, on which lie some small Guns.

If coming from the Eastward, you are bound to Callaria, and by reason of Easterly Winds cannot get in, then may you Anchor under Cartelaso; but if you durst not, being unacquainted, then sail Southward about Cortelaso and Serpentera, and Luff near to Cape Carboneara, which is the S. E. Point of Sardinia; then will you fee a flanting Point N. W. of you, with a round Hill near it, then keep along the shore, till past the Rocks, and a Point, standing near to a great Watch-Tower, and there Anchor in twelve or fourteen Fathom, good fandy Ground. You cannot Anchor near the Tower, for there is very deep Water. Being at an Anchor North of the Tower, you may fee to the Northward three Leagues, an Island, on which standeth a Watch-Tower the Coast along to this Island is good fandy Ground, and there is to be had good fresh Water, and Wood, and Sheep, and Oxen, or what you stand in need of.

Fifteen or fixteen Leagues North of the Point Car-

When it lies N. W. by W. from you, distant Land of the South-end. To the Southward of this

three Leagues. It's about half a League long, on Island, are good Roads and sandy Bays, in S. W. which stands two Light-Houses, one on the highest and West, N. W. and Notherly Winds.

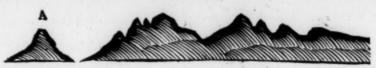
Three

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Three Leagues South of the Island, stands on the to the Southward, the Land is fair, and Sown; and Main of Sardinia, a great White Tower. To the in failing by, there seems to be good sandy Bays. Northward of this Island, is poor bare Land, but



Abou three Leagues North of that Island, lies a high and bear Point of Land in form of this Figure above.



three Leagues to the Southward of it another Point S. W. from you, in form of this, being also a bare Point of Land, but high. Betwixt this Point and the Island, there lies a little Mountain, a good way from the Water-side, marked with A.

About four Leagues South of the Northermost end of Sardinia, lies the Island Tolara, a pretty distance from the Land, being high and flat; and North of it lies a Hill Musquet-shot off, by which the N. E. end of Sardinia is well known.

In this manner appears the Island Tolara, when it bears West, and distant four Leagues, or there-a-



To the Northward of it, lie three or four Islands, so that at the North-end of Sardinia, lies much bro-

Those that have sailed by it, say, That behind these Islands, seems to be many fair and good Bays, where they suppose are good Roads.



When the Island Tolara lies about four Leagues West of you, then you see about a League to the Northward of you, another Island like to this above,



When this Island bears Northwest from you, and N. W. by W. eight or nine Leagues, it appears in this manner, as is here pourtraied.

And fix or feven Leagues more Southerly, lies another Island W. by S. from you, which appears as fol-



When the Island Tolara lies N. W. by W. eight or nine Leagues from you, then there appears W. by S. from you, another little Island in this manner; it's high, and may be seen a great way off at Sea.

From Cape Grees to Cape Leucata, N. W. or N. W. 14 leagues From Cape Leucata unto Marcellia, E. by N. and E. 28 leagues

And being near the foresaid Island, there lies about | From the Islands of Marcellia to Cape Tolon, E. S. E. Southerly, From Cape Tolon to the Island Eres, E. S. E. 3 leagues The Islands of Eres, do reach E. and E. by N. about 7 or 8 leagues From the East-end of Bovena, which is the Eastermost of the Islands of Eres unto Cape de Lard, the Course is N. E. Easterly, From Cape de Lard unto the Bay of Freivul, North 6 or 7 leagues From the Islands of Eres to Cape Rofe, N. E. 10 leag. From Cape Rosa unto the Bay of Ganona, N. N. E. 4 leagues From the Bay of Canona unto Cape de Garopa, E. N. E. 2 or 3 leagues From Cape de Garopa unto Nifa, 3 or 4 leagues From Cape de Garopa unto Villa Franca, E. N. E. and N. E. by E. 4 great leagues From Villa Franca to Cape St. Vesperis, E.S.E. 1 leag: From Cape St. Vesperis to Monaco, N. N. E. 2 leagues From Monaco to Vintimiglia, E. N. E. a leagues From Vintimiglia to Bordiguera, E. N. E. I league From Bordiguera unto Cape Delle Melle, E. N. E. From Cape Delle Melle to Isla Roja, South, Somewhat Easterly, 24 leagues From Cape de Rosa to the Island Gorgona, East Northerly,

The Courles from these Lands unto other Places.

From the Islands of Eres to the N. W. Point of Corfica, the Course is E.S. E. 26 leagues From the Bay of Freival to Isla Rosa, S. E. by E. 28 leagues From Point St. Vesperis to Isla Rosa, S. E. by S. Southerly, 22 leagues

The Coasts of Corsica and Sardinia, reaching along the Shoze.

From Cape Corfo unto the Gulf of Fiorenfa, S. S. W. Westerly, From Cape Gorso unto Calvi, or the Island Rosa, W. 16 leagues From Bonigacio to the Island Afinara, S. W. by W. From Asinara to the N. W. Point of Sardinia, called Pene, S.S. W. From Pene to Costa de Dona, South, Easterly 10 leag. From St. Marco to the Island St. de Pedro, S. W. by W. 8 leagues From St. Pedro to the Island Palma de Sol, 3 leagues From St. Pedro to the Rock Toro, S. E. 5 leagues From From Toro to Cape Pulo, E. N. E. 5 leagues From the Rock Vacca, to Cape Tolar, East. 5 leagues From Cape Tolar, to Isla Rossa, N. E. 2 leag. From Cape Feronia to the Isla Rossa, N.N.W. From Cape Feronia, to Cape de Pulo, E. S. E. a large league 4 leagues From Cape Pulo, to Cape Saroth, N. E. From Cape Saroch, to Callari, N. N. E. 4 leagues From Callari unto Cape Cardenera, or the Island Cor-7 or 8 leagues telaso, S. E. by E. 8 or 9 leagues From Cape Pulo to Cortelaso, E. by N.

Thwart Courses over the Sea.

From Cape Corfo to Cape Delle Melle, N. W. Westerly,

20 leagues

From Cape Corfo to Genoua, N. by W. 24 leagues

From Cape Corfo to Porto Spetia, N. N. E. 20 leagues

From Cape Corfo to Livorno, N. E. by E. 17 leagues

From Cape Corfo to Piombino, East, 47 or 18 leagues

From Cape Corfo to the Island Elbe, E. by S. 13 leag.

From Isla Rossa to the Bay of Freiul, N. W. by W.

28 leagues

From Isla Rossa near Calvi, to Cape Vesperis, N. W.

by N. Northerly, 22 leagues 5 leagues From Ista Rossa to Cape Delle Melle, North, Wester-24 leagues From Cape Revelia, being the N. W. end of Corfica, to the South-end of Minorca, the Course is S. W. 64 leagues From Cape Revelia to Cape Dragonis, West by South, 60 leagues From Cape Revelia to the Islands of Eres, W. N. 26 leagues From the Gulf of Ajasso in Corsica, to Cape Dragonis, 63 leagues From the Island Pedro to Minorca, W. by N. and W. N. W. 46 leagues From Tora to Galita, S. S. E and S. by E. 12 leagues From Cape Pulo to Galita, South, 12 leagues From Cape Carbonera, which is the S. E. end of Sardinia, unto the Island Maritimo, at the West-end of Sicilia, E. S. E. and E. by S. 29 leagues From Cape Carbonera to Trapano, at the West-end of Sicilia, E. by S. 34 leagues From the S. E. Point of Sardinia, to the Islands Ustica, more Northerly, 38 leagues 28 leagues From the 6. E. Point of Sardinia, unto the Island 60 leagues Capri, by Naples, N. E. by E.

Now followeth a Description of these Lands, and in what manner they Appear at Sea.

West-Point N. N. W. and N. by W.

N. E. and N. E. by. N.

The Tower on the Rock.



Castle Ditto.

of Bocar, to the Islands before Marcilia; when the said low Point lies N. N. W. distant nx Leagues, and the Islands before Marcilia N. N. E. Northerly, distant four Leagues, and the Tower on the Rock N. N. E. two Leagues.



N. N. E. Notherly, four great Leagues from you. The East-Point of the Bay, called Cape de Grosetta, marked P.P., N. E. Northerly, four Leagues from you. The Mountain with the letter S, E. N. E. six Leagues from you.



This belongs to that above, A A must be joyned together. The Mountain at B, lies then from you E. by N. eight or nine Leagues from you, and the Easterly Point, which is Cape Tolon, nine or ten Leagues from you; then Cape Tolon seems not to joyn to the Main, but looks like an Island.

This Land to the Southward of Marcilia, is a barren rocky Land without Trees, but in the Valleys to the Westward there are some Trees to be seen.



In this manner appears the Land betwixt the East-end of the Bay of Marcilia and Cape Tolon, when it bears E. by S. four Leagues from you.



This belongs to the last, joyn the Crosses together: It's the following part unto Cape Tolon.

K

In this manner appears the Coast of Removes between the Fast Point of Musilia, and the Fast and

In this manner appears the Coast of Provence, betwixt the East Point of Marcilia, and the East-end of the Islands of Eres, when the said Point of Marcilia lies N. W. by N. eight Leagues, and the Monntain with the Cape N. W. by N. about five Leagues from you.

This belongs to the last, the B Bs must be joyned together. Cape Tolon lies N. N. E. five Leagues from you.

This yet belongs to that above, the A As must be joyned together; then the Point marked with D, lies N. E. and N. E. and by E. seven or eight Leagues from you. The Islands to the Eastward of the same can then scarcely be seen. The Eastermost of the Islands appears in this manner like to three Hills.

Cape Tolon.

In this manner appears Cape Tolon, with the Land to the Westward of the same. When the Cape lies N. W. by N. four Leagues; in clear Weather you may see over the Cape.

In this manner appears the Cape when it lies N. E. by E. Northerly four Leagues off; and then failing West or Northerly, you shut the Point with the Cross
in within Cape Tolon.

When Cape Tolon lies E. five Leagues from you it shows thus, you see no Land without the Point; the Point of Marcilia lies then from you N. W. by N. 6. Leagues.

In this manner appears Cape Tolon, when it lies N. by E. fix or feven Leagues distant.

When Cape Tolon lies N. W. distant six Leagues, then it appears thus.

In this manner appears the East Island of Eres when it lies N. W. distant fix Leagus.

In the manner appears the Land of Tolon, when it lies W. by N. distant fix or seven Leagues.

In this manner appears the East Island of Eres when it lies W. by S. from you.

The Land Northward of Eres towards Freiul, appears thus.

This must follow that above, and appears in this manner when the Point here-under lies N. W. by N. about four Leagues from you.

This belongs to the two toregoing, the CCs must be joyned together.

Cape Rossa bearing West eight Leagues off, shows in this manner.

When Cape Rossa lies N. N. E. and the West Land W. S. W. from you, then you are before the Bay of Freinl, the Land then shows thus, as in this and the three following Figures. This

This belongs to that aforegoing, the A As must be joyned together.



This belongs to the last, the B Bs must be joyned together, and reacheth unto the Bay of Freinl.



This belongs to the foregoing, the C Cs must be joyned together.

This Mountain with the letter H lies far within the Bay of Freinl, and when it lies N. W. by W. and Cape de Lard about eight or nine Leagues West from you, then it appears on both sides of the Bay in this manner. The Land marked with M, lies about a League West of Cape de Rossa, then the Bay of Canano lies distant. from you N. N. W. five Leagues, and Villa Franca North, and N. by E. seven Leagues. In failing three Leagues N. E. then comes the fore mentioned Mountains at H, and the Land at M to be joyned together, and the Land P P appears in three Mountains; Cape de Rossa lies then distant W. N. W. Westerly. The Cape de Melle N. E. and N. E. by E. and Cape de Lard W. by S. Southerly, and in clear Weather you may fee all the Cape along.

Cape Lard.

The Land from Cape de Lard to Villa Franca, shows it felf on this wife, and as in the three next following, when as the high Land Westward of Cape de Lard lies W. by S. about ten Leagues from you.

This belongs to the foregoing, the Crosses must be joyned together. Here you see the Mountain in the Bay of Freivul, which is marked with the letter H, and the Land marked with MPP, feems to be joyned in failing, in regard it is so far from you; then will Cape Roffs lie distant from you W. N. W. seven Leagues.

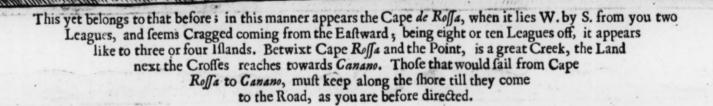
This also belongs to that above, the A As must be joyned together; near the Cape lies the Bay of Ganano.

This is yet the following part of the foregoing Land, the B Bs must be joyned together; the Hill at B lies then West from you five Leagues. About half a League Eastward of that Land marked Nifa, lies Villa Franca; the Inland was Clouded when this was drawn, and could not be feen.

In this manner appears Cape de Rossa when it lies W. by N, and distant six or seven Leagues.

of Freinl, and West of the same, appears as in this and the following Figures.

This belongs to that above, the C Cs must be joyned together, and is the following part of the Land above. This K 2



In this manner appears the Point to the Southward of Antibe betwixt it and Ganano, when those lie distant from you three Leagues N. by E. To the Westward behind this Point is a fair sandy

Bay, where is good Road

in a Levant.

In this manner appears the same Point to the Southward of Antibe when it lies W. N. W. three

Leagues from you; it's a slight Point

well to be known. When coming from the Eastward, the

Church comes then to

stand on the E. Point.

When as you are about a League and a half without the Land, and Villa Franca lies N. W. by N. from you, then is Cape de Rossa and the Land East of it; in this manner.

This belongs to that above, the Crosses must be joyned together.

This must follow that above, the A As must be joyned together.

St. Turpe.

In this manner appears the Coast of Provence and Italy, when Cape de Rossa lies W. by N. and Cape de Melle N. E. by N. from you; as in this and the five next following Figures.

This belongs to that above, the Crosses must be joyned together, and shows the Coast about the Bay of Freinl.

This yet belongs to that above, the A As must be joyned together, and shows the Coasts about Canano, and Villa Franca.

This yet belongs to that above, the B Bs must be joyned together.

I his yet belongs to the foregoing, the CCs must be joyned together; it reaches to Cape de Melle.

This also belongs to the foregoing Figures, the D Ds mast be joyned together, and reaches to Cape de Melle.

Cape



Cape de Rossa, bearing North, distant three Leagues, appears in this manner:

lifa. Villa Franca.

Villa Franca lying N. N. W. from you, a good distance off, appears in this manner, the crooked Point lying about a League West of Villa Franca; and when the Pike lies N. W. from you, then is Villa Franca N. N. W. This Land was Drawn out when Cape de Rossa, and Corsica, lay S. W. from us, and Cape Gorso E. by S. Next these Crosses it is very high, sharp, hilly, and for the most part lies covered with Snow. About two Leagues Easterly, lies Menton, from whence there is much Salt brought to Ivica.

Castle of Nisa.

Villa Franca:

Cape St. Vefpiers.

This Land was Drawn out when the City of Nifa lay three Leagues to the Northward of you, and Cape St. Vespiers three Leagues N. N. E. fromus; the Inland hereabouts is very high.

And due West of the Castle lies the Town of Nisa.

In this manner appears the Point of Villa Franca, two
Leagues N. W. from you, O is the Eatt.
Point, W is the West Point, which
is higher than the other.

MATTER

In this manner appears the sharp Hill next Monaco, lying W. N. W. six Leagues off.

Then Cape de Melle lies N. N. W.6 or 7 Leagues distant

When Cape de Melle lies North, and Cape de Rossa ten or eleven Leagues W. by N. from you, then the Land there between, appears in this manner as in this above, and the following Figures.

This belongs to the foregoing, the A As must be joyned together.

The second secon

This belongs to the foregoing, the B Bs must be joyned together; then Cape de Melle is North from you.

How the Coasts of the Islands of Corsica and Sardinia appear at Sea.

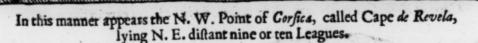
When the North end of Corfica lies S. E. by E. and the Point S. S. E. from you, and you distant nine or ten Leagues, then it appears as in this and the next following.

This belongs to that above, the A As must be joyned together.

When Corfica lies S. E. and Cape de Rossa lies West, and West by North from you; then it appears in this manner, distant fix or seven Leagues.

In this manner appears Cape Martel, when it lies East distant ten Leagues.

In



In this manner appears Cape Gorfo, when it lies S. by E. nine or ten Leagues off.



Corsica lieing E. S. E. distant seventeen Leagues, appears thus. Now you are near the Islands of Eres.



In this manner appears Gorfica, when the South Point lies S. S. E. and the North Point N. N. E. distant fix Leagues.

Cape Corfo.

Cape Tolon.

In this manner appears Gorsica, when Cape Gorso lies E. N. E. distant two Leagues, and Cape Tolon about nine Leagues from you.



In this manner appears the East Coast of Corfica, being a little to the Northward of the midway thereof. When the North Point lies N. N. E. and the South Point S. W. by S. And next the letter B, are several large Creeks, and a fair sandy shore.



This belongs to that above, the Crosses must be joyned together.



Cape Corfolying E. S. E. distant three Leagues, the Land to the Westward appears thus.



In this manner appears the N. W. Point of Gorfica, feven Leagues South from you.

In this manner appears Cape Corfo, when it lies East two Leagues distant.



In this manner appears the West Point of Sardinia, when it lies W. N. W. and W. by N. four Leagues from you.

In this manner appears Sardinia, when coming from the Westward you sall about the midst of it; when the North Point N. E. by E. is distant four Leagues, then you see two sandy Bays, of which the Southermost which is the greatest, lies S. E. by E. from you; the Southermost Land lies then S. E. by S. from you.

This is the following part of that above, the double Croffes must be joyned together.

When

Makings of Land on the Coasts of Corfica and Sardinia.

43

When the West Point of Sardinia lies E. by N. from you, and that you can see it from below, then it appears thus.

In this manner appears the Land on the West Coast of Sardinia, when it lies E. by N. from you, then may you see to the Southward two high Mountains seven or eight Leagues to the Northward of the S. W. Pointof Sardinia, and to the Southward of these Mountains lies the Island St. Pedro.

Thus appears the two Mountains above.



When the South Point of Sardinia lies N. E. by N. it appears thus:

In this manner appear the Islands at the S. W. Point of Sardinia, when the highest lies N. E. by E. and the two Rocks South, which in failing you shut in one the other.

In this manner appears the Islands at the S. W. Point of Sardinia, lying East distant six. Leagues; and thus the Islands appear that he S. W. of Sardinia, when the Island with the Cross lies East distant six Leagues.

In this manner appears the South-end of Sardinia, when it lies North from you about eight Leagues.

In this manner appears the South-end of Sardinia, when he was W. by N. feven Leagues off.

I hus appears the South Point of Sardinia, West of the great Bay of Calary; and being distant seven Leagues Northward, then that Land East of the Bay cannot be seen.

In this manner appears the South Point of Sardinia, that lies West from the Bay of Callary, but when it lies N. N. W. four Leagues off, then you cannot see Galita.

The S. W. Point of Sardinia, appears as in these four tollowing Figures.

The S. W. Point of Sardinia N. by E. and N. N. E. four Leagues distant, appears thus.

This is yet the following part of the foregoing Figure. The S. W. Point of Sardinia, E. N. E. and N. E. by E.

This also is the following part of the foregoing Figure.

This and is the roughling Land or and Park T. Park

In this manner appears Cape Pulo, which is the West Point of the great Bay of Calary, with the Land to the Northward of the same, till you come to Cape Saroch, when Cape Pulo lies W. N. W. Westerly eight Leagues, and Cape Saroch nine Leagues N. W. from you.

L 2

In

Cape Saroeb.

Cape Pulo.

In this manner appears Cape Pulo, Tying N. by E. from you.

Cape Pulo N. by E.

Sail about this Point to Calary.

This belongs to the foregoing.

Cape Carbonera.

Thus appears Cape Garbonera, the S. E. Point of Sardinia, with the Land West and North of the same, when the Westermost Point lies N. W. four Leagues from you. This Land with Cape Palo, were presigured at once. Between these two lies the Bay of Galary, but is so deep, that in the middle you can see no Land, only two high Mountains N. W. by N. from you.

When Cape Garbonera lies East by South about five Leagues off, it shows thus.

In this manner appears Carbonera, when it lies N. W. by W. two Leagues from you.

The South Point of Sardinia, that lies Eastward of the Bay of Calary, appears thus, when it lies N. N. E. about six or seven Leagues off.

In this manner appears the South-end of Sardinia, when the West Point lies W. N. W. and the East Point N. by E. and you about four Leagues distant; but it changeth its form suddenly, then it shows it self three or four double; and then comes a Hill to lie Eastward of the same, on which stands a Light-House.

In this manner appears the S. E. Point of Sardinia, it being N. W. by W. from you, and the Northermost Hill N. W. by N. This Hill is firm Land reaching to the Northward.

In this manner appears the S. E. Point of Sadinia, when it lies W. N. W. fix Leagues from you, then the Northermost Hill lies N. W. from you; then you can see no more Land to the Northward.

In this manner appears Sardinia, when the S. E. Point lies West from you, then lies the Northend W. N. W. and seems like an Island, for there lies two high Hills.

In this manner appears Sardinia, when the South Point lies W. N. W. distant five Leagues, and then the North-end lies N. W. by N. from you fix Leagues; these two Mountains are very high.

When the East Point of Sardinia lies five or fix Leagues N. W. from you, then it appears thus

E I seit 10 2100 mit wollde v.

prison serios toy lie

CHAP.

CHAP. IV.

Of the Sea Coasts of Italy, betwixt Cape Delle Melle and Messina, unto Sicily.

Melle Northward, lies two little Towns at Tower of Genous from below. the Water-side, near the Southermost lies a Rock, on which stands a Light-House; and near that is a Bay, where you may make good Road in a W.S. W, N. W. and Northerly Wind. You leave the foresaid Rock to the Seaward from you, the Coast along to the Northward, till you come to Cape de Nolli, scarcely yieldeth any other Road except Final, a place where there is much Rice loaden.

Cape de Nolly lies about N. N. E. nine or ten

Leagues from Cape Delle Melle.

And Cape de Nolly, you have Road in a S. W. Wind; there are two Points between which is a Bay, in which lies a Rock above Water. Such as would Anchor there, must go to the Northward of both Points, and come to an Anchor before the Fort. You must Anchor very near the shore, in three, five, or fix Fathom water, for the Ground is very steep.

Cape de Nolly is a bare point of Land, and on the pitch of the Point stands a Chappel with a Steeple, and Northward of the Cape by the Water-fide, is a little Town or Village, called Nolly; and about a League West of the Cape, there is a great white place on the Land, by which Tokens the Cape may be known.

When Cape de Nolly lies N. W. by N. about two I they lie as quiet as if they lay in a Ditch.

Bout a League and a half from Cape Delle or three Leagues from you, then you may fee the

Genoua lies distant from Cape de Nolly E. N. E. seven Leagues? Between these two, about N. N. E. four or five Leagues from Cape de Nolly, lies the City Savona; between which and Nolly, lies a place called Dai, where you may also make good Rode.

Savona is a fine Town, where is much Earthen Ware made. Here was once a fair Haven, but those of Genoua, under whose Command it lies, have Savonas Damn'd it up to spoil their Trade by Sea, in so much that at present, there is not place for above six or seven Ships to lie safely, but for Barques that draw seven, eight, or nine Foot water, there is room enough.

If you would fail into the Haven of Savona, coming from the Eastward, then keep the North shore aboard, till you come to the Head, keeping the North shore nearest by one third part of the way over; and as foon as you come within the Head, let fall your Anchor, where you have not above fourteen, fixteen, or eighteen Foot water; there you lie with an Anchor to the Northward, and a Fast on shore at the Head, sheltered in all Winds excepting East, and E. S. E. and these Winds make no Sea neither. But Barques and small Vessels may lie quite within, where

The City and Haven of Savona. 18

Betwixt Savona and Genoua, the Coast is well build- | the Eastward of these places, except the Wind be ed with Cloysters, Villages, and Castles; and the Westerly, which there you seldom meet withal. nearer Genoua you come, the more you find, which you may see as you sail by: But between them there is no points of Land to Anchor under, neither is it Genous, must keep Mid-channel between the Head or good Anchoring there if you can help it. Those Mold, and the Light-House, or as some call it the that defire to go to Genoua, Porto Fin, or to Porto Lanthorn ; the Head on which the Light-House stands, Specia, in regard of the strong Current that runs to the Ground thereof is not very clean, therefore shun the Westward; with East, or S. E. Winds, it's hard it somewhat; and as soon as you are come within the

From Cape Delle Melle to Genoua, the Course is To fail into get out of the Bay, therefore it's best keeping to Head, let fall your Anchor, where you Ride with two

Anchors to Seaward, and two Fasts on the Head or N. E. by E. you shall fall with Livern, which is di-

From Genoua unto Porto Fin, the Course is E. S. E. by the Water-side, the Eastermost of which lies close to Port Fin; between these two, the Coast is not very clean, therefore (exept in great need) I advise you not to Anchor there.

The Haven of Porto Fin is not very wide to fail into, the West Point is high with a Light-House on it, and to the Westward of this Point of Perto Fin, is a good Road in an East and S. E. Wind, if you Anchor close under the Point.

Those that would go into Porto Fin, must keep near to Porto, the West Point, and then fail Westward, till you come before the Town of Porto Fin, and there Anchor in fix or seven Fathom water, but go not too far in, for there it is shallow; in this Haven no Wind can hurt you. East of Cape Fin, is a great Bay, where lies

a great Village behind the Point.

About a League East of this Bay, lies a Mountain, which when you come out of the Sea, feems to be an Island; by this Mountain, you may know the Cape. Afar off the Land, Fin it felf feems to be an Island, lying very near the Main, the East-point hereof is low Land. When being fomewhat far within the Bay, East of the Cape, then it is very high, and bare to look on, but at Sea it doth not appear to be so. At the East-end stands a Wall, and a Chappel, with some few Trees, with a sloping Descent downward; and half way between the East and West Points, a little from the Water-side, stands another Chappel, and near that at the Water-side, stands a Light-House. By these marks the Cape may be well known, and along this Coast, Eastward to Porto Specia, it is full of till the Island Gorgona lies W. S. W. from you, then small points of Land lying out.

Porto Spe-

From Porto Fin to Porto Specia, the Course is E.S.

E. eight Leagues. Those that would sail meo specia, must know there lies two Islands on the West-side of the River; on the Southermost stands a Tower, or Castle; leave that on the Larboard fide, and sail East of it, between the Island and the Main, and Anchor-near the first Point, on the Wellshore in fix or seven Fathom, near a Ca-Ale on the West shore, or fail on to the second Point, on the other side of the Castle, and there Anchor in a fair sandy-Bay, at eight, ten, or twelve Fathom water, let your Anchor fall about two Cables length to the Northward of the Castle, in 8 Fathom water, where no Wind can hurt you. This Castle is low, like a Country House. This Castle, or Island, lies distant from the West Point N.N.W.Gunshot, or quarter of a League; the Duties there for Anchorage is twelve Royals. You may sail a great way farther in, and Auchor in the middle of the River, in 9 or 10 Fathom, very good Ground,

If you come from the Westward, and bound to Porto Specia, then you may fail betwixt the Islands that lie on the West Point, so that you leave the Island with the Castle, lying on the Starboard side; betwixt them you have four Fathom water, and being through, you sail into the River of Specia, and come to an A chor where you will; but between the Main and the Via Regi 3 other Island, you have not above fix Foot water.

From Porto Specia to Via Regio, it's E. S. E. fix Leagues. At Via Regio, you Anchor in the open Sea, under the high Land, where there is good Ground but if the Wind comes South, you must go into Specia.

nine or ten Leagues. From Cape Delle Melle to Li- the Marks and Place. vorna, the Course is East, and E. by S. thirty two

tant seventeen Leagues.

From Genous unto Porto Fin, the Course is E.S.E. When you come by Cape Corso, which is Hilly, fix Leagues; all along this Coast is full of Houses, and other Buildings. There lies two long Villages Canano, and if you would be at Livorn, set your Course between East, and E. by N. then shall you fall about two Leagues to the Northward of the Island Gorgona, and that Island lies distant from the aforesaid Cape about thirty five Leagues; but the City of Livern lies distant E. N. E. and W.S. W. five Leagues. When you come near the Island Gorgona, then to the Eastward, you shall see an hilly Mountain, and the South end is highest; this Mountain is called Monte Negro. To the Northward of the City, the Land is so low, that being far off, you cannot see the Land, but more Northerly, betwixt Via Regio and Porto Specia, lies more high Land, which is much higher than Monte Negro; the Mountain of Livern, by which Livern may be known. Southward of the City stands a Light-House, it stands in the Water, that small Barques may fail round out; and to the Northward of The Mothe City, stand four old Towers in the Water, but lora. there is no Watch kept in them, but sometimes upon the great white Tower, being the Northermost of all.

West, Northerly in the Sea, about a League and To fail ins a half from the Light-House, lies a Rock, called the to the Road of Mellora, those that would come into Livorn Road, Livorna. must fail to the Southward of the same, where is a River, and to the Northward of it another River.

From the River to the Southward, lies a Bank : when you fail over the Bank, having twelve Fathom, you

are far enough South from the Rock.

If you would fail to Livern, and be to the Northward near the Island Gorgona, then sail East, and East by North, till you are past the Mellora, or sail East fleer E. N. E. till you come into the Road; and it by Night you sail from Corgona E. N. E. you will not mills to be the Fire, and keeping the Fire E. N. E. from you, you shall not touch the Rock, or miss the River, for you are far enough to the Southward of it: you must not come too near the Light, for there lies off S. W. a row of craggy Rocks; but when you are past the Bank, and run over into twelve Fathom, then it deepens to fixteen, or twenty Fathom water; but as you come near the City, you have five and fix Fathom, then fail N. E. a little to the Northward of the City, and Anchor near the four old Towers which stand in the Water: having then six, seven, or eight Fathom water, the Rock Mellora will lie then W.S. W. and the Light S. E., there is good Riding in North, N. E. East, and S. E. Winds, but South, and S. W. are bad Winds.

When coming from Sea, the Rock Mellora lies E. by S. from you; you cannot fail above it, for the Current commonly fets to the Northward alongst the Bank, towards Via Regia.

Therefore when you would fail from that Road by Night, then keep not more Westerly than S. W. and S. W. by S. lest the Current sets you to the Northward

of the Bank.

Coming from Sea you may keep more Northerly of the Mellora, and so come into Livern Road, for there is also a Passage between the River that reaches Northward of the Mellora, and the Sand that lies before Pifa, that reaches toward the Mellora, where is twenty, and twenty one Foot water; but this Passage is narrow and uneven on both sides, in so much From Specia to Livorna, the Course is S. E. by S. that it's dangerous for such as are not acquainted with

Those that by Night would fail from the Road Leagues, but being near Cape Corfe fet your Course of Livorn, with a large Wind, must steer S. W.

and S. W. by S, and keep their Lead, and observe are certain Marks by which the Formiges may be the Current.

Point.

From Livorna to the Point of Piombino, the Course is S. by E. twelve Leagues; midway between both, about two Leagues from the shore, lies a stony Shoal, on which there is not above eight or ten Foot water, where Ships have been lost by Night,

The fand Northward of Piombino.

The Marks to avoid it are thefe: Being fo far Southerly that the Island Capria comes even with the North Point of Corfica, that you may see Cape Corfo lie just to the Northward of Capria, you have then just the length of this Shoal. This is a certain Mark, just the length of this Shoal. This is a certain Mark, that if a Line were stretch'd from this Shoal to the Point of Piombino, it would not differ.

From Livorna to the Island Elba, the Course is South, and S. by W. distant eleven Leagues, then you leave on the Starboard fide, the Islands Gorgona is likewise a low Island and Capria; the last lies distant from Liverna S. W. and S. W. by S. and from Gorgona S. by W. eight or tato, the Course is E. S. E. Easterly, thirteen Leagues. nine Leagues. On the East-side of Capria, is a great S. W. and N. W. Winds.

From Capria to Elba, the Course is S. E. by E. fix

or seven Leagues.

The West-end of Elba, is high Land, you may see twelve or thirteen Leagues off, coming from the North, or Westward, but the East cannot be seen a- an Island, called Xanuty, and another Island more Sigly. bove fix or feven Leagues in clear Weather,

The Island Elba lies from Point Piombino, about two Leagues, between these lie two other small Islands,

on each of them stands a Light-House.

On the N.E. side of Elba, is a good Haven, in which you lie sheltered in any Wind, and is called Porto Feraro; as you fail in, you leave the Castle on the Starboard side, and sail a little beyond the Head, and come to Anchor, where you have a Fast on shore, At the same Island is another Haven, called Porto Longon, on the S. E. rate of the mand.

There are two several Commanders over Elba; the Northermost part, to wit, Porto Feraro, with the Cafile, called Cosmopoly, is under the Command of the Duke of Florence; the South part with the Haven, called Porto Longon, is under the Command of the Duke of Piombino. About three Leagues S. W. from Elba, lies the Island Planofa, it's a low Island, having fome Trees on it, and about four Leagues South of Elba, lies the Island Monte Christi, and S. E. by S. five Leagues off from the S. W. Point of Planofa, it's a very high Island.

Three Leagues S. by E. from the West Point of Planofa, Planofa, lies the Formiges, which are many Rocks ly ing together, about three or four times a Ships length, whereof fome lie under, fome above, and fome even with the Water, yet the highest is not above five Foot above Water; you may fail close by them, except on the North-side, where there is a Tail of them, but East of the Cape.

may plainly be feen.

would fail between Corfica and Elba, by the West of Planofa, and that you are about a League West of the Leagues East of Cape Antio. the N. W. Point of Elba, then steer S. S. W. and S. by W. and you cannot do amiss in sailing towards an Island, far off the Land there is Morose and low. think you have the length of it, then fail Southward Watch-Towers with that Course, and you need not fear the Formiges. These are the marks, when the Formiges are East, E. by S. eight Leagues. Musquet-shot off, then lies the North Point of Monte Christi due East, and the South Point E. by S. three and a half, there are several Creeks; Terracina was Leagues off, and the N. W. Point of the Island Elba, wont also to be a Haven, but is now spoiled. lies over the low Land of Planofa: so that about one

known; and being so low that you cannot see them, except near them, you may make your Account according to these Marks. When you see Minte Christi, and keep it E. by N. and fail towards, or from the same, then you run far enough to the Southward of the Formiges ; or if you keep Monte Christi E. S. E. from you, then you will fall enough to the Northward of the same.

Those that by Night are forced between the Islands, and Corfita, to bear up, must be careful and shun Corfica; for the Inland is high, and the outward Land low; and fo you may be deceived, in thinking you are a great distance off, when you are not.

In like manner when you stand over to the Eastward, be careful of shunning the Formiges, and Planosa which

From the S. E. end of Elba, unto Monte Argen-

At the East-end of Argentato, lies Harcole, a fair Creek, and fair fandy Bay, where you lie sheltered in Haven; those that defire to go in here, must fail along by Argentato, till they come to the Haven, then may you fee two Castles, between which you must sail in, and being in, let fall your Anchor on the West-side of Argentato, being good Anchor-Ground.

Three Leagues S. by W. of Monte Argentato, lies

Westerly, called Sigly.

From Monte Argentato, N. W. three Leagues, lie Formiges: other three Islands, the Formiges by name, the Westermost whereof is the biggest.

The Description of Porto Hercole, and how you

must sail in, is already described.

From Porto Hercole to Civita Vechia, the Course is

E. S. E. seven Leagues.

At Civita Vechia, stands an old Wall, about a Fathom above Water, and on the West of it stands a Light-House, and behind the Wall is the Haven of the Wall, but the East of deepest, to wit, five Fathom; and from the Point runneth a stream, which you must shun; and West of the Wall, you have but three Fathom in the entrance, but more when you are in : You Ride within the Wall with two Fasts thereon, and your Anchors to Seaward.

From Civita Vechia to Ostia, the River of Rome, the Course is E. S. E. six Leagues. In the mouth of the River lies an Island, East of the Island lies Oftia, which is now the Haven of Rome, and but for small Ships neither; and to the Westward lies Porto, which was the Haven in the time when Rome did flourish, and with great charges made very Rich and Wonderful, but the Haven is now quite spoiled.

From the River of Rome to Cape Antio, the Course is S. E. by S. five Leagues; it once had a fair Haven, and a City called Neptimo, and lies half a League

From Cape Antio unto Monte Gercelly, the Course When you come from the West, or Northward, and is S. B. by S. seven Leagues; between these two lies Affruci, that likewise had a Haven, this lies two

From Monte Cercelly, lies a Point which feems to be Planofa. When by Night, or in dark Weather, you and round about Monte Gercelly, stands four or five

From Monte Gercelly unto Grajeta, the Course is

From Monte Gercelly to Terracina, is two Leagues

Grajeta hath a fair Bay, where you may lie shelter- Grajeta! third part of Planofa, reaches without Elba, which ed almost in all Winds, except S. E. which blows

Elba.

right in. In the Bay of Grajeta, lies Molla, which once had a Head, or Mold, where many Ships might have lain: Grajeta lies upon a Mountain, and hath a Point, the Mountain is called Monte de Sancta Trinidad.

From Grajeta, unto the West-end of the Island of Ischia, the Course is S. E. by S. and S. S. E. nine Leagues.

From the East end of the Island of Ischia, unto Na-

polis, the Course is N. E. five Leagues.

From Ischia bound to Napolis, you must fail N. E. till you get sight of Monte dell Grego, which appears like two Sugar-Loaves, and you leave it on your Starboard-side. If you would go to Napolis, sail on till you see it, and then run in between the Head and the Land, and Anchor in five or six Fathom water: behind the little Island Nasita, on which the Castle standeth, there is the Road for Ships that are bound out. You must go to the Westward of the Island, and Anchor in three or four Fathom, but to the Eastward the Ground is foul.

At the Island Ischia, is good Anchor-ground, and next the Fort that stands on the Hill, the Water going round it, go over a little Bridg into the Fort; you must Anchor at Castellamer, at the end of the Head near to the City.

The Island Capry, lies to the Southward of Napolis four or five Leagues, the Course is due South.

At Capry, is very good Oyl, and the best, Silk in all

Italy is made there.

From Capry to Amalfy, it's five Leagues, there is no Haven, but you lie in the Sea open, under the high Land. It is faid, that there the use of the Loadstone was first found, and that the Body of St. Andrew sies there.

From Amalfy to Salerno, is two Leagues; before Salerno there is a good Sandy shore, and good Riding in North, and N. E. and Easterly Winds.

From Salerno unto Cape Licafa, the shore is very low, and up-land it's exceeding Lilly without a Haven to the Gulf of Foncastro.

From Cape Licosa to point Policastro, called Palimiro, the Course is E.by S. and E.S. E. eight Leagues, in the Gulf of Policastro, under some Points, it's good Riding.

Four Leagues from Policastro, at the Sea side, lies Cierela, there are very rich Wines, that take their

name from the place Gierela.

All along to the Fare of Mellina, there are no Ha-

vens but Roads, in some certain places.

The several Courses and Distances from one Place to another.

From Cape Delle Melle unto Cape Nolly, the Course is N. N. E. 9 leagues From Cape de Nolly to Savona, N. by E. 4, or 5 leag. From Savona to Genoua, Eaft, 5 or 6 leagues From Genoua to Porto Fin, E. S. E. 6 leagues 8 leagues From Porto Fin to Porto Specia, E. S. E. 6 leagues From Porto Specia to Via Regio, E. S. E. From Via Regio to Livorne, S. by E. 6 leagues From Liverne to Piembine, S. by E. 12 leagues From Piombino to Monte Argentato, S.E. by S. 13 leag. From Porto Hercole to Civita Vechia, E. S. E. 7 leag.

From Civita Vechia to Oftia, the Haven of Rome, E. S. E. From Offia to Cape de Antio, S. E. or S. E. by S. 5 leagues From Cape Antio to Monte Cercelly, S.E. by S. 6 leag. From Monte Cercelly to Gata, E. by S. 8 leagues 9 leagues From Gata to the Island Ischia, S. E. by S. From the East-end of Ischia to Napolis, N.E. 5 leagues From Ischia to Castellamer, E. N. E. 7 leagues From Monte Christi to the Island Palmerola, S. E. by 34 leagues From Palmerola to Pontio, E. by S. 4 or 5 leagues From Pontio to the Island Ischia, East, 10 leagues From Napolis to Capry, South, 4 leagues From Capry to Cape Licofa, E. by S. 10 leagues From Cape Licosa to Cape Foresta, or the Point of Policastro, E.S.E. and E. by S. 8 leagues . From Cape Licosa to the Cape of Manthia, S. E. 18 leagues From Cape Licosa to the Cape of Baticano, S. E. by 26 leagues. From Cape Baticano to the Point of M. ffina, S. by 6 leagues From Cape Delle Melle to Genoua, N. E. 15 leagues From Cape Delle Melle to Porta Fin, N. E. by E. Ea-18 leagues From Cape Delle Melle to Porto Specia, E. by N. Northerly, 24 leagues From Delle Melle to Livorna, East, E. by S. 32 leagues From Delle Melle to Piombino, E. S. E. 36 leagues From Delle Melle to Cape Corfo, S.E. Easterly, 20 leag. From Genoua to Livorna, S. E. and S.E. by E. 24 leag. Erom Porto Specia to Livorna, S. E. by S. 10 leagues From Porto Specia to Cape Corfo, S. S. W. 20 leagues From Livorna to the Island Gorgona, W. S. W. 85 leagues From Livorna to the Island Capria, S. W. and S. W. 8 or 9 leagues From Liverna to Cape Dragonic, W. S. W. 5 leagues From Liverna to the Island Elba, South, and S. by I I leagues From Liverna to Cape Corfe, West, 17 or 18 leagues 10 leagues From Elba to Gorgona, S. S. E. From Elba to Capraia, N. W. by W. 6 leagues From Elba to Cape Corfo, W. by N. 13 leagues From the N. W. end of Elbe to Planofa, S. by W. 4 leagues From Planofa to the Formigers, South, & S.by E. 4 leag. From the Formiges to Monte Christi, East, 3 small leag. From the S. E. end of Elba to Monte Christi, S. by W. 4 or 5 leagues From Elba to Monte Argentato, E.S.E. 13 leagues From Ischia to Stromboli, S. E. and S. E. by S. 36 leag: From Capraia to the S. E. Point of Sardinia, S. W. by W. co leagues From Capraia to the Island Ustica, S. W. 40 leagues From Capraia to Allicur, South 30 leagues From Capraia to Cape Licofa, E. by S. 10 leagues From Cape Licosa to Cape Manthia, East, 18 or 19 leagues From Cape Manthia to Stromboly, S.W. by S. 9 or 10 leagues From Ischia to Stromboly, S. E. 36 leagues From Capraia to Allicur, South, 30 leagues From Cape Licofa to Stromboly, South East, and S. E. by E. 23 leagues

LvS. Co.

In what manner these Lands appear at Sea.





This is the following part of the Land above, it reacheth to Savona.



In this manner appears Cape de Noll, lying N. by E. distant fix Leagues.



In this manner appears the Land betwixt Cape de Noll, and Genoua, when four Leagues from the Land, the West-end lying W.S. W. and the East-end here below E. by N.



This belongs to the last, the Crosses must be joyned together.



In this manner appears Savona, and the Land next to it, as you rail by it.



In this manner appears Genoua, and the Land thereabouts, and is the following part of that above.



In this manner appears Cape Fin, when the West-point lies N. by W. two Leagues off, and the East-Point N. E. three Leagues from you.



In this manner appears the Point of Porto Specia, coming from the Westward, when the Rock with the Castle on it, lies N. E. by N. from you, and distant four Leagues, then lies the Island Gorgona S. E. nine Leagues distant.



When the West-point of Porto Specia lies N. E. by N. five Leagues from you, then it shows thus.



N. E. by N. five Leagues distant.

N



In this manner appears the high Land of *Porto Specia*, when the Eastermost high Point lies E. by S. then Via Regia lies close by that high Land, and hath a little Tower, then you may just see the Tower of St. Peter lying E. S. E. from you, it lies about a League without Pisa; at the foot of this high Mountain is a Plain full of Trees.



In this manner appeareth the same Mountain, a little to the Northward of Livorna, being near Gorgona.

In this manner appears the Land behind Liverna, which is called Monte Negro, when the S. W. Point lies S. E. by S. about eight Leagues from you, then you can just fee it.

In this manner appears the aforesaid Mountain Negro, behind Livorna, when the North-point lies E. by N. and the South-point E. by S. from you; and being due North from Gorgona, the low Land following is joyned to the South part of it S. E. by E. from you, and reacheth to Piombino; the City Livorna lies at the North-end of this Mountain.

This Land to the Southward of Monte Negro, appears thus, and reacheth forward towards the Point of Piombine, S. by E.

home the Ident Community Food C

When the Island Gorgona lies East four or five Leagues of, it stores inus.

vinen the Island Gorgona lies E. by S. and E. S. E. three or four Leagues off, it appears in this manner.

When Gorgona lies S. E. two or three Leagues off, then it appears thus.

When Gorgona lies S. S. E. two or three Leagues off, it shows thus.

Gorgona lying North three Leagues fromyou, appears thus.

....dudliiliititaiiitiaiwaaa...

Thus appears Gorgona, when it lies S. S. E. nine Leagues off.

matinalillingunaa ...

Two or three Leagues North of Gorgona, it's thus.

Thus shews the Island Capraia, when you first see it without the North-point of Gorsica, distant from the Point three or four Leagues, it lies then East, and E. by N. When the Island Capraia lies S. E. from you distant fix or seven Leagues, it's thus.

When Gapraia lies fix or feven Leagues S. by E. from you, then it shews thus.

To William William Commencer Commenc

Being to the Northward of Gorgona, and Capraia lying S. by W. from you, then it shews thus.

In



The Island Planofa.

In this manner appears the South-end of Elba, when the West-end lies N. E. five or fix Leagues off, and the East-point E. N. E. seven or eight Leagues: The Island Planofa you may then see lying over against Elba; the low Land is Planosa.



Elba lying E. N. E. one large League, appears thus.



The Island Gigio bearing S. by W. four Leagues off, it's thus.



When Elba lies S. E. by S. nine Leagues off, it appears thus.

Thus appears Planofa, distant two or three Leagues, it's low Land overgrown with Brambles.



Planosa, when you sail between it and Elba, appears thus.



Thus appears Mante Christi- when lying 5. E. five or fix Leagues off.



When Monte Christilies E. S. E. three Leagues off, it shows thus.



When Planofa bears East two Leagues off, it's thus.



Monte Christi N. W. eight Leagues off, shews thus.



When due West of Planofa, then Zamuly near Monte Argentato, about E. by S. from you, shews thus.

Monte Argentato.





Thus shews the Land of Monte Argentato, when two Leagues from it.



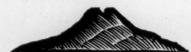
This belongs to the other, the O Os must be joyned together.



Thus shews the Island Ventitocue, being Southward three Leagues.



Niria to the Westward of Naples, when you first get sight of it sailing towards Naples, shews thus.



In this manner appears Monte Grego, Eastward of Naples, like two Sugar-Loaves.





Capria three Leagues off, shews thus.



Capria, in sailing into the Bay of Naples, shews thus.



Pontio N. E. by N. eight Leagues off, shews thus.

Palmerola N. E. by N. five Leagues off, shews thus.



Monte Gercelli East, and E. by N. five Leagues off, shews thus.



Monte Cercelli N. by W. five Leagues off, thews thus.



Palmerola and Pontia, W. by N. from you three Leagues off, shews thus.

Ischia S. W. by W. three Leagues off, shews thus,

CHAP. V.

Containing a Description of the Sea-Coasts of Sicily, Malta, and Barbary, from the Island of Tabarca, toward the East.

He Point of Messina is low Land and sandy Ground, on which stands a Light-House; about three Leagues Southward of this Point. lies the City, it's the best Haven in Sinit, having a large Mold thereto I noie that would go in there, large Mold thereto I noie that would go in there, need not fear any thing, but fail close along the shore, and Anchor close by the City, and Moar to the Mold with your Anchors to Seaward, there you lie sheltered in all Winds; you may Anchor without the Haven, it's all good Ground.

Those that would fail through the Haven of Messina from the Southward North, must keep near the Coast of Galabria, or the Main-land, for the Current commonly fets to the Northward; and contrariwife, those that would fail Southward through, must

But this must be known and observed, That the Current on Sicily fide, runs fometimes fo forceable and fierce, as a Mill-stream almost, especially the Flood; fo that those that go in there, in still and quiet Weather, can hardly get out again, and therefore avoid

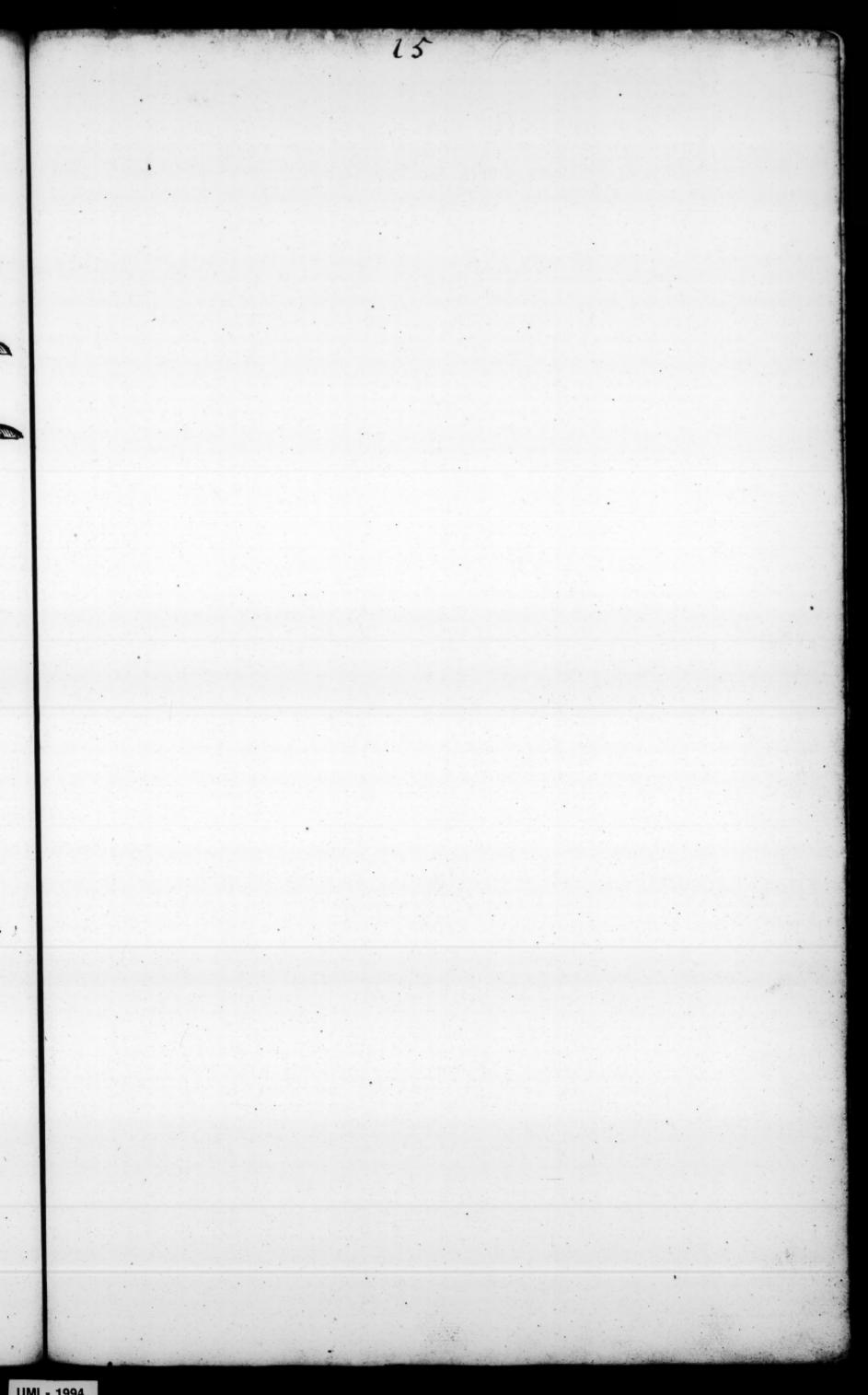
The Fare of Messina, reaches about S. by E. and

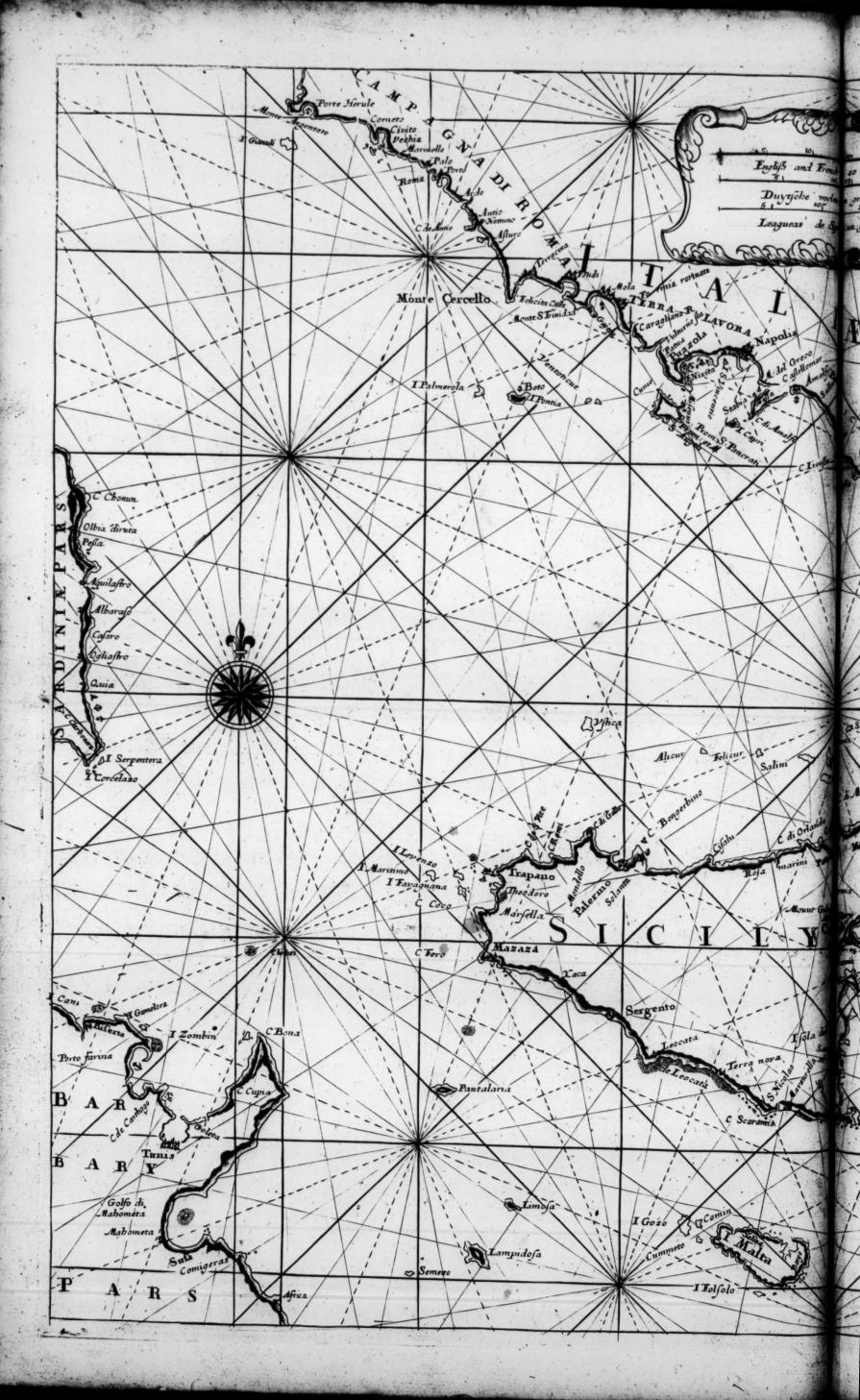
N. by W. fix or feven Leagues.
From the Point of Melasso, to the Point of Melasso, the Course is W. by S. seven or eight Leagues; under the Point of Melasso, there is good Road.

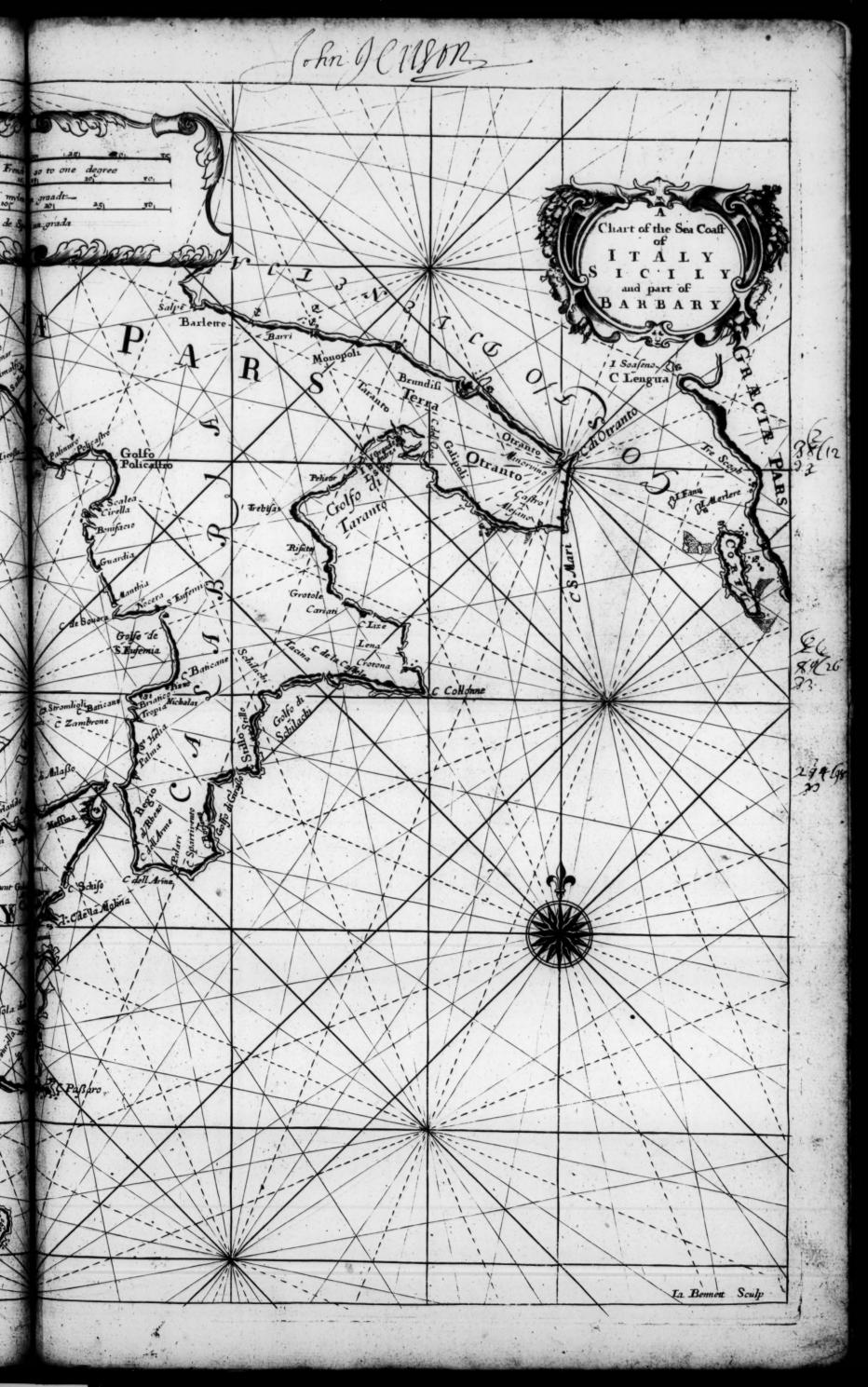
From the Point of Melasso, to the Point of Solanto, or to Cape Bongerbino, the Course is W. by S. twenty Leagues dose by Point Solanto lies a great Rock, upon which stands a great Light-House, and Eastward of it, is the Bay of Solanto; there is good Ground, and good Riding in Southerly Winds.

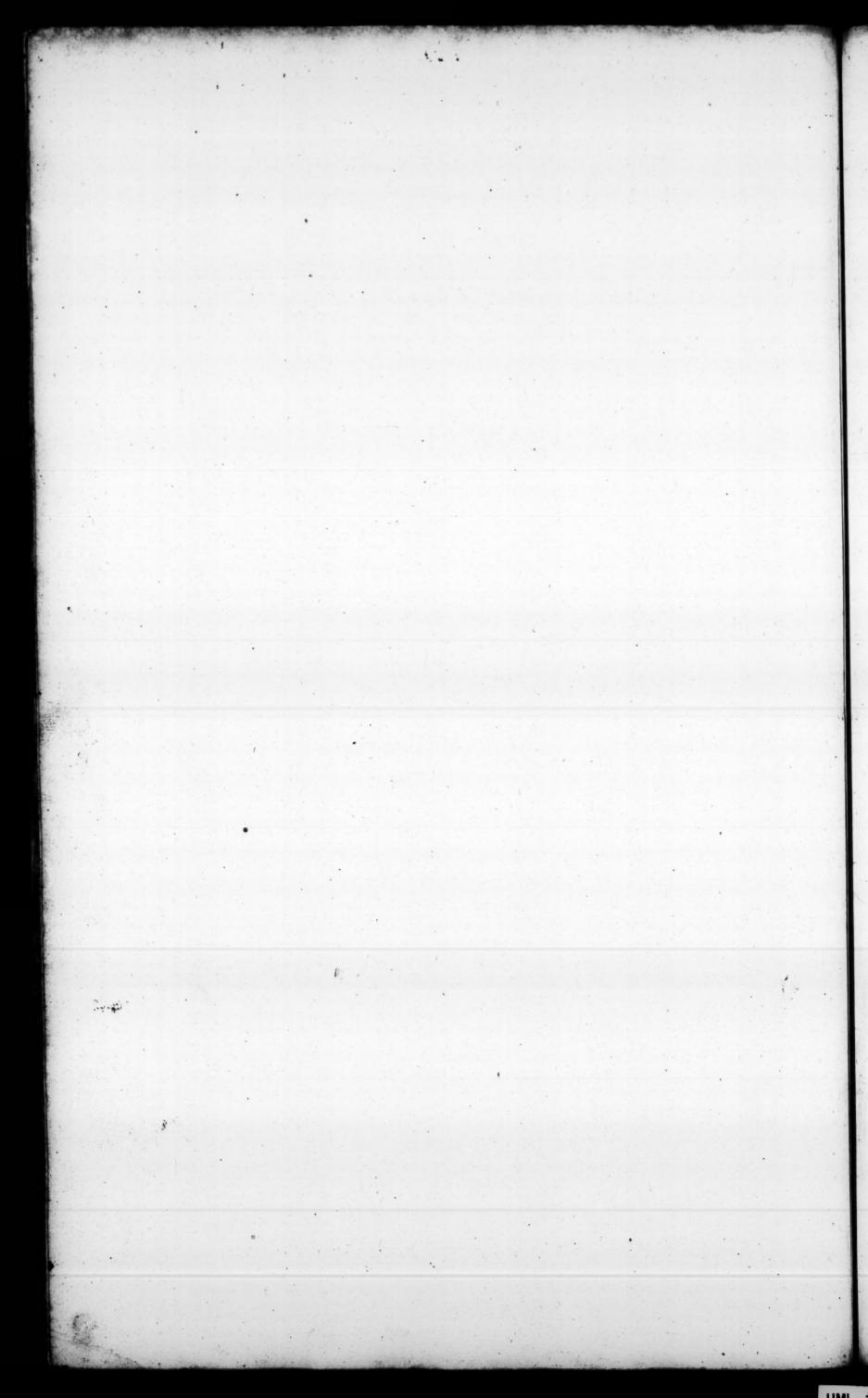
West of Point Melasso, lies a great Creek about three Leagues long, in the Bay lies the City of Palermo, those that fail thither must keep Westward, right with the Haven, and Anchor behind the Head or Mold, with two Stern Fasts on the Mold, and an Anchor to Seaward, where you lie in fix Fathom water, sheltered in all Winds.

Cape Gallo lies distant from Palermo three or four Care Leagues; from Cape Gallo to Trapano, the Course is Gallo. S. W. by W. nine Leagues. The City Trapano lies on a small Point of Land, which reaches from the West-end of Sicily.





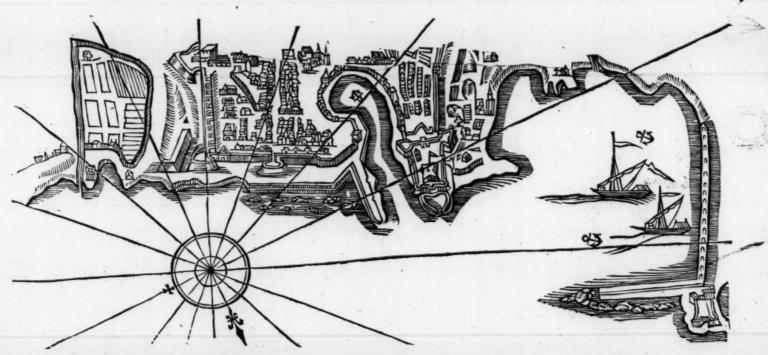




The Haven of Messina.



The Haven of Palermo in Sicily.



Those that being to the Northward of the Islands, fix Leagues; to the Westward of which lies Fillieur, would fail to Trapano, must steer E. S. E. till they and Allicur. come to a little Island, whereon stands a Castle called Winds; at this Place there is much Salt made.

To the Northward of Sicily, lie the Islands of Stromboli, Lipari, Lesani, Fillicar, Allicur, and Ustica. The Ifland Stromboli finoaks continually, and lies from M. J fina N. W. If you would fail from the Fire-Boat of the Course is E. by N. 46 Leagues. Messina to Naples, or Gajetta, and sail N. W. you will hit exactly with Stromboly; near the Island Ischia, under Stromboli, is good Rode for Westerly Winds.

Liparilies distant from the Point of Messina W. N. is E. by N. and E. N. E. thirty Leagues. W. and from the Point of Solanto N. E. by E. twenty

The Island Allicur, and the City Palermo, lie di-Colombiere, and keep to the Southward of the Island Stant S. W.by S. eleven or twelve Leagues, and Uffica and Anchor between it and the City Trapano, in five lies distant from Palermo N by W. eleven Leagues; or fix Fathom water, where you lie well in most on the Island of Ustica stands a little Church, there is good Riding near the Church.

Ustica and Maritimo, lie distant N. E. and S. W. twenty fix Leagues.

From Algier, or Cape Caxines, to Cape Bugaromi,

From Cape Bugaroni, to Cape de Fero, E. by N. ten Leagues, between which is a great Bay.

From Cape Fero, to the Island Gallita, the Course

Gallita

Lipari.

Milica.

When

South twelve Leagues, and from the Rock Toro S. by

E. and S. S. E. fifteen Leagues.

Gallita is a little Island not full half a League long, and lies near East and West; at the West-end lies some Rocks, and at the East-end is a high Point, with a sharp Pike like to a Sugar-Loaf, near which there lie some Rocks also; but on the South-side is good Rode for Northerly Winds. This Island is full of Rocks, neither doth any dwell thereon, and lies

in the Latitude of 37 deg. 45 min.
A large League S. W. of the West Point of Gallita, lie some few Rocks under Water, which you must shun. If you desire to Anchor under the Island of Gallita, coming either from the Northward, or Eastward, run up to the East-point, where you may fee three Rocks, which you must leave on your Starboard fide, and being past them, you have nine, ten, or eleven Fathom water; then fail close along within a Cables length of the East-point, and there you shall have feven, eight, and nine Fathom water, good Ground; and then stand away Westward towards the Rode, which is about the midst of the Island.

Now to Anchor in the best part of the Rode, you must observe there are two Creeks on the South-side; to the Rode, you may sail between Gallita and the when you come from the Eastward, then sail past the other Illands, that he at the West-end, leaving Galshall see lying in the Land, not far from the Water- past the West-point, run up Eastward to the Rode,

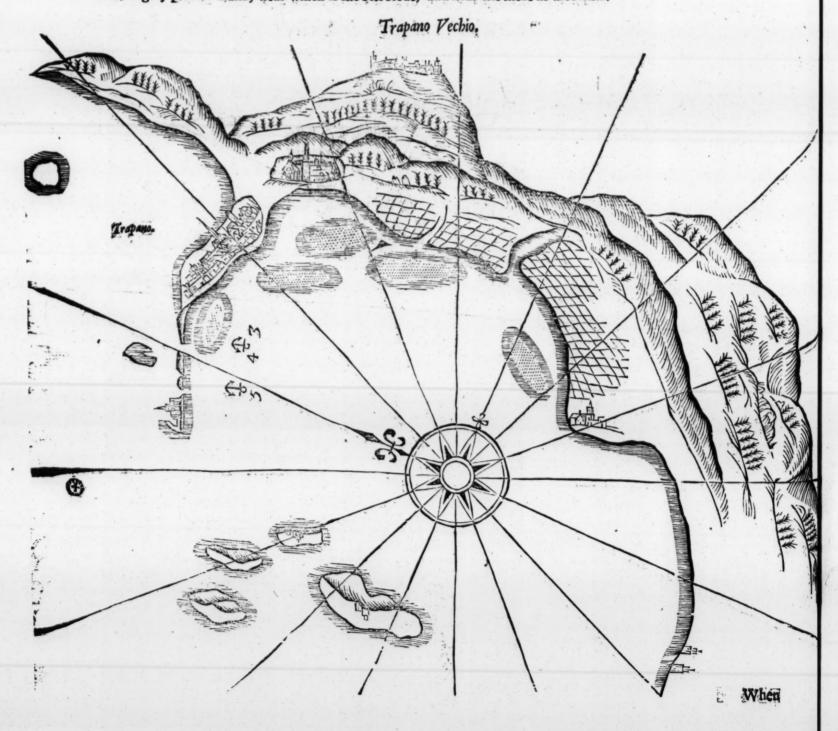
Gallitalies diffant from Cape Pullo in Sardinia, due and fandy Ground, there Anchor in ten or twelve Fathom, which will be almost ashore, for it's steep too; and there you lie sheltered in N. E. and North; and N. W. and Westerly Winds; you have also good thelter before the Island, or the Rocks that he at the West end of the Island; but with Storms at North, the Sea runs round the Island, and then if you lie far from the shore, you rowl and tumble very much. In this Rode under Gallita, the Current commonly fets

to the Eastward alongst the Island.

If you fail along the faid East-point of Gallita, in a ftrong Notherly, or N. W. Wind, that then over the Pike on the East-point, you will have the Wind come down in Gusts and Flaws, sometimes ready to carry all by the Board, and will make the Sea rage and flie exceedingly, and on a sudden you shall not have a breath of Wind; therefore it's very dangerous carrying too much fail at fuch times; and if in case you cannot fetch the Rode, you may Anchor behind the East-point in twenty, or twenty two Fathom, which is but a little way from the shore, and good sandy Ground; when it blows N. N. E. right off the East Point, it blows W. S. W. from the West-point.

first Creek, and coming over against the second, you lita lying on the Larboard side; and when you are

fide, a gray plot of Land, near which is the best Rode, and near the shore as aforesaid.



When you lie in Gallita Rode, you may fee the high Land of Barbary, the Land of Tabarca lies then distant S. by W. nine or ten Leagues.

When you are coming from the Northward, and failing towards the Island Tabarca, you must first make Gallita, and so from thence shape your Course S. by W. fomewhat Westerly, for the Current there commonly fers to the Eastward, and inclinable much to Westerly Winds; for these reasons you should keep to the S. W. unto Cape Negro, seven Leagues, and is all fair Westward.

The Island of Tabarca is small, about half a League in Circumference, and it lies in a great Creek, a Gun-shot from the shore, it's very easie to be known; the Land to the Westward of it, reaches almost East and West, to Cape de Bona, it's a high barren Land; and to the Westward of it stands a white Turkish Watch-Tower about a League off, but to the East of Tabarca, the Land lies along N. E. and fandy Ground.



In this manner appears the Road of Gallita, then the Rocks by the East-point lie behind the West-point, and cannot be seen; near the Cross is the Gray spot of Land, which is the best Road in 14 or 15 Fathom: In both Creeks here and there, are some spots of sandy Ground, where you may land with a Shallop, or Boat.

About a League to the Westward of Tabarca, stands a little Castle built on a high Point of Land by the Christians, and afterwards won from them by the Turks; near this Castle lies a fine small Creek, and two Leagues West of Tabarca, lies Cape Rossa, which is a reddish stony or rocky Point. Westward of this Cape the Land securcit to have a Bay, and all along with slooping Points, but not so stony or rocky, as the Land betwixt Cape Roffa and Tabarca, nor hath any fuch fandy Hills as lie to the Eastward of Tabarca, by which Tabarca may be known. As you lie at Anchor before Tabarca, the Westermost Land you can then fee, is W. by N. fixteen Leagues from you, Cape Negro lies then N. E. from you.

On the North-side of the Island of Tabarca, stands a great Castle near the Water-side, with four or five small Castles round it, to defend it from the Turks.

On a Point of Land (there on the Main) stand two Corn-Houses by the Water-side, and about two Ships length to the Northward of these Houses, there runs a ledg of Rocks off to Seaward, three, four, fix, nine, twelve Foot under Water, but may be discerned by reason of a ripling on the Water, especially in Northerly Winds.

When you come out of the Sea with a N. E. or N. W. Wind, and defire to go into the Road of Tabarca, then fail toward the faid Eastermost Point, and let fall your Anchor three or four Ships length to the Eastward of the said shoal, in four or five Fathom water, and carry a good Fast on shore; or, Anchor about half a Ships length from the Northermost Corn-And if you cannot use your own Boat, then call ashore, or fire a Gun, and you will have a Pilor come off with a Barque, and carry the Fast ashore for you; and may then with that shore-fast, heave two or three Ships length further in, whereby you will lie under that shoal on which the Sea Coast of Barbary, lie several Rocks above Water. breaks, better sheltered than before; you must lie From Tabarca Westward, alongst the Coast of Barwith a good Anchor to Seaward, and there ought bary, close to the shore, you have sisteen, sixteen, or to be a good Cable on shore, made fast to a Rock eighteen Fathom water, stony Ground, and bad Anfrom the Rock: For if it be not, and it should come or seven Fathom water, except very near a Point

to blow a Storm, and your Cable should cut for want of fervice, you may lofe your Ship and Lives. For behind the Island is a River, whose Water with a N. W. Wind, runs so fierce, that a Ship hath much to do to lie there: in the Road behind the Rock you may lie, where you have seventeen, eighteen, or twenty Foot water, in a storm at West, or W. N. W. bue in a North, or N. N. W storm, there is no Riding, for then you were better Ride without the Rock, next the little Castle that stands to the Eastward of the great Castle, in eight or nine Fathom water, where you mnst let fall two Anchors; if you lie close to the shore, then you lie sheltered in West, and W. N. W. in East, or E. S. E. Winds; but these Winds seldom blow here. This is a place for Ships of a small draught of Water, but for great Ships of seventeen or eighteen Foot draught, they must not lie here, but must lie close to the Island without, in eight or nine Fathom water, where you are sheltered in Westerly Winds, but a North, and N. N.W. blows right on you, having nothing then to Windward

On the West-side of Tabarca, is likewise a Road for The Road fmall Vessels, that draw eight or ten Foot water, on the There reaches from the West-point a Banck, between of Tabar. which and the Main you may fail, leaving the Banck (a. on the Larboard fide; without the Banck its nine or ten Fathom deep, but within it's but shallow; coming within the Banck you run to the Northward behind the Island near the shore, and lie Moared with four Hausers, sheltered in West, and N. W. Winds, which are there the worst Winds that blow.

Tabarca is round about Rocky and foul Ground, except on the South-side, there is a little sandy shore, where they of the Island in bad Weather lay their Shallops. Right off the Island Westward, upon the

that lies four or five Foot above Water, and must choring; but to the Eastward, between Tabarca and be well ferved, and cackled, five or fix Fathom Cape Negro, you have good fandy Ground, and fix

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is bad Ground, but in fix, feven, or eight Fathom wa-

ter it's all good even Ground.

The Island of Tabarca belongs to Genoua, and is inhabited by them, who at present have Peace and Trading with the Turks, who fell them all forts of Grain, Hides, Wax, and Wooll, and many other Commodities and Victuals, which is Transported by them to

Cape Negro lies distant from Tabarca N. E. seven Leagues, and is a Point which reacheth out into Sea; and shews (coming from the Eastward) like an Island, Westward of it is a little Creek; being past this Point, you sail by three or four more, then you meet with two little Islands, the Westermost of which is the least, and to the Eastward lies a small Rock three or four Fathom, high and sharp like a Steeple, and when you are to the Northward of it, you may see quite through it, and to the Southward of it is a fair fandy Bay, and from thence all along it's a good fand shore, with many fair fandy Bays, by which you may fail the City to Affacus, it trendeth S. E. 8 Leagues. reasonably near. The Land at first trendeth E. N. E. and afterwards E. by N. about eight Leagues, and then you meet with a point of Land with a round Mountain, the Point is called Cape Marabut; from thence Eastward the Land is Hilly, and hath many Creeks,

there-about lies the City of Biserta. Cape Marabut lies distant from the Island Gallita, E. S. E. thirteen Leagues; three Leagues to the Eastward of the same, close to the shore, lie two Islands, called Gany; and from thence lies Point Guardia, distant E. by S. four Leagues. From Point From Point Guardia, to the Island Gomerola, the Course is S. E. by E. three Leagues. From Gomerola, to the Island Zombora, East, eight Leagues, and from thence to Cape Bona, it's E. by N. five Leagues, and from Zombora, to the Gulf of Tunis, S. W. elevan Leagues. A lietle East of Gomeroia, lies Cape Cartago, and from thence and Cape Bona; in this Bay lies the City Tunis.

Under Cape Cartago, you may Ride in a They that come from the S. E Point of Sardinia, or S. W. Wind; from thence N. E. by E. 13 Leagues, from Galliar, and sail E. S. E. and S. E. by E: they lies Cape Bona, on which stands a Light-House.

Alongst this Coast, from Cape Negro to Cape Bona, that fail along this Coast, and defire to go to any of to the Northward of Malta. these Places thereabouts, must observe and keep to the

that lies there one League and a half off Tabarca, which | Westward, for here you have much Westerly, S. W. and N. W. Winds.

Eleven or 12 Leagues to the Northward of the Gulf of Tunis, lie the Rocks Chirby, or the Quells, and lie distant of the Island Gallita, East, and E. by N. about thirty two Leagues, and from Cape Bona, N. N. W. 13 Leagues, and from the Island Favagnana, at the West side of Sicily, W. by S. twenty two Leagues. Those Rocks called the Quells, lie a little above Water, on which fometimes there goes a very great breach of the Sea; for close to them on the South-fide, is thirty Fathom water, you may fail on both fides of them, there is no danger but what you may fee.

From Cape Bona to Cape Gupia, the Land lieth along S. S. E. 20 Leagues, from Cape Cupia to Sufa, S. by W. ten Leagues, between which is a Bay, called Gulf de Machomita; from Susa to Comegeras, the Coast trendeth S.S. E. four Leagues, and then you have five Leagues to the City Affrica, and from

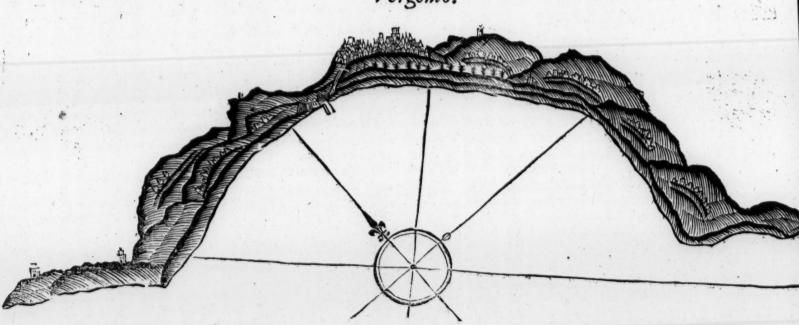
About three Leagues from this Point, lies the Island The Island Cherchiny, which is about 11 Leagues in length, and Cherchiny foul round about; at the West-side of the Island lies a great Flat; from the South and North-end of the Island, the said Rocks, or Shoal, reacheth N. W. into and East of it is another long even Point of Land, and the Sea, four Leagues towards Affrica.

There are three large Islands, (and some small ones) that lie at the West-end of Sicily, which are very high, Maritimo, their names are Maritimo, Favagnano, and Livenzo; Livenzo, the West-end of Sicily is also very high, by which it may be known. The Island Maritimo is the Westermost, and lies distant West, from the West-end of Sicily five or fix Leagues, and is the highest of the three, and in clear Weather may be seen 16 Leagues off; when to the Northward, Livenzo is the Northermost of them, and then it fears like two long Hills. Favagnano is the Southermost and largest, and hath much low Land about it; on the South-end of it stands a Cathe Land falleth into a great Bay, between Gomerola stle, and on the low Land stands a House; this Island is very uneven and ragged, and may well be known.

shall be fure to fall to the Southward of the Island aforesaid, and to the Northward of the Quells, and the Current runs to the Eastward; therefore those fail between them; and with this Course you shall fall

> The City Trapano lying on the S. W. Point of Sardinia, from whence to Point-Masara, the Course is

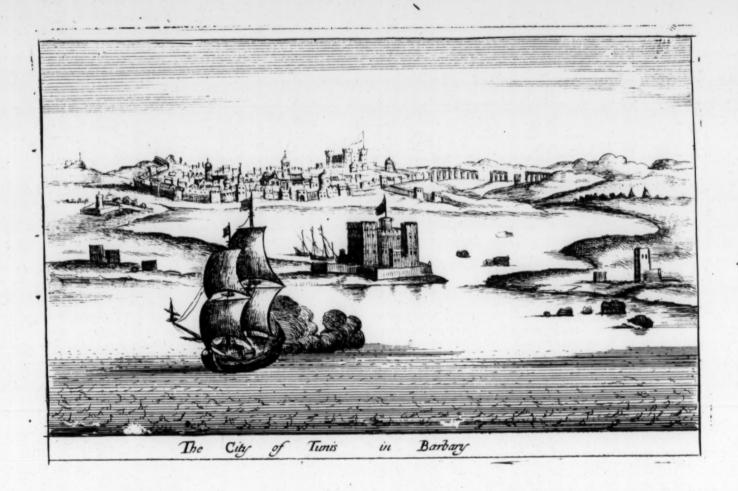
ergento.

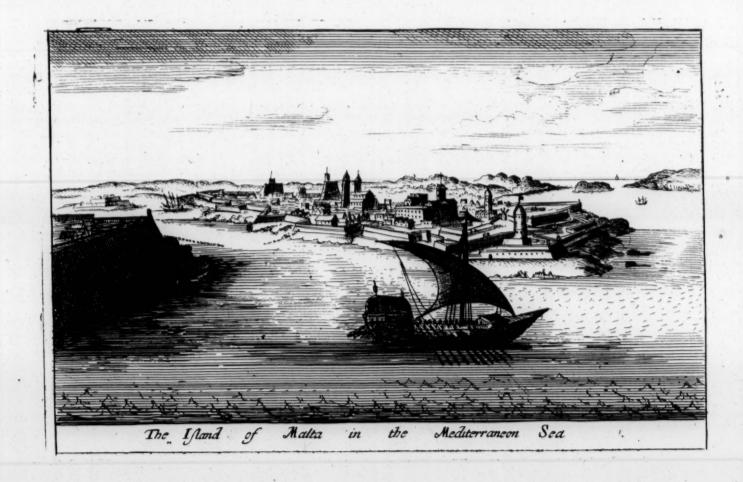


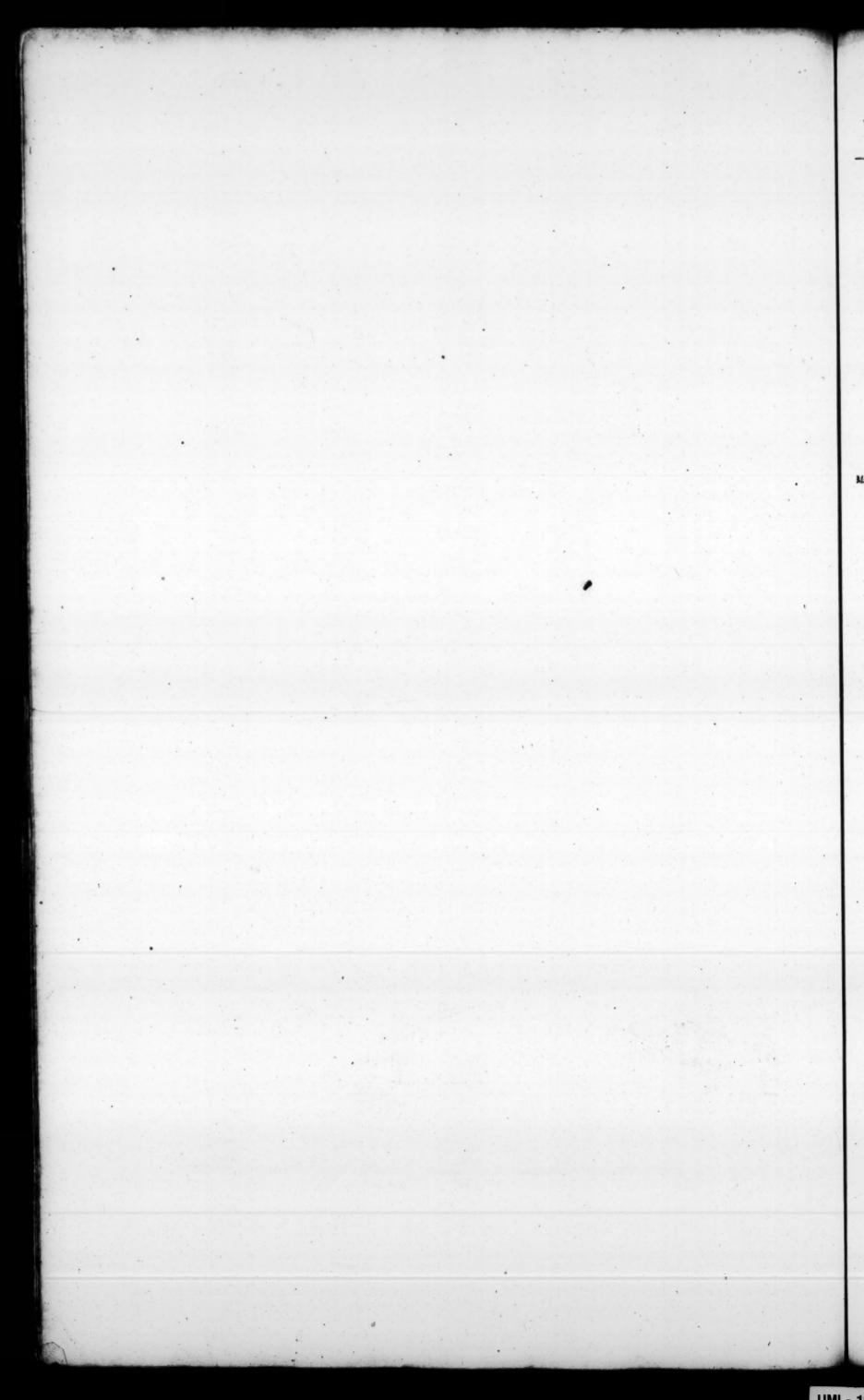
South,

Cade Maabut, and

Cartago







the City Marsella, three Leagues from Trapano.

Mountains at the Water-side, the Eastermost is to be had. ragged, and uneven. Under these Mountains lies a City on a Point of Land, and Eastward of these Mountains the Land is all along very high and hilly, but Westward near the Water-side, the Land is plain and even, and the more Westerly, the lower the Land.

About fix Leagues Eastward of these Mountains, lies the City Gergento, it stands on high Land; at this

Place there is much Corn loaden.

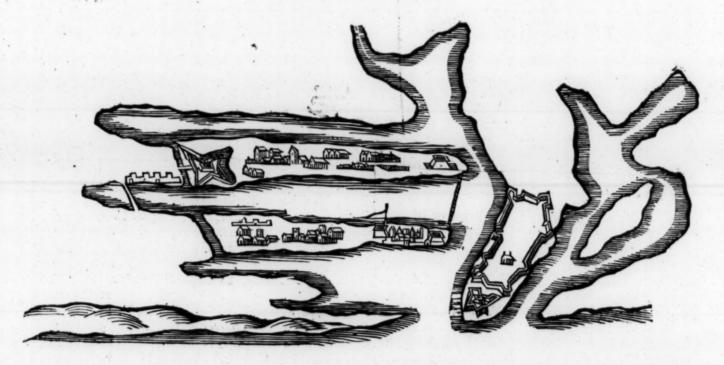
The Eastermost Point is Cape Leacota, from thence to Cape Samaris the Coast of Sicily reacheth E.S. E. 15 or 16 Leagues. And from thence to the S. E. Point of Cape Passero, the Course is West seventeen Leagues. Cape Passero lies in the Latitude of 36 deg. 45 min.

South, eight or nine Leagues; between these two lies | Cape Bona, lie the Islands Pantalaria, Limosa, and Pantalaria Lampidosa. Pantalaria les distant from Cape Bona, ria. From Point Masara, to Cape Leacota, it's E. by S. and E. S. E. at 6 Leagues, and Lampidosa Lampidosa Lampidosa Leagues East from the West-point, lie two long Lampidosa is a good Road, where there is fresh Water

> Limosa lies distant from Lampidosa, N. E. seven Leagues; from Pantalaria to the Island Geza, the Course is E. S.E. thirty three Leagues, and from Pantalara to Cape Paffero, it's East, and E. by S. 53 Leagues. The Island Goza lies at the West end of Malta, upon which stands a flat Tower near the Water-side, being even Land all along; between Goza and Malta, there are several small Islands, which are also even and flat.

. The S. W. side of Malta, reaches from Goza to the S. E. Point, N. W. and N. W. by N. 11 or 12 Leagues; the S. E. Point is the highest part of Malta, and about half a League West, or W. by S. from this Point, lies a round high Rock coming from the Sixteen or seventeen Leagues from Cape Passero, S. Eastward, and Malta bearing N. W. from you, then W. lies the Island Malta, and between Malta and it appears very short and even. The S. E. end of

The Haven of Malta.



you are about a League off, you may see on that white Land, a white Church: The North-fide of Malta, trendeth from Goza, to the N. E. Point, E.by S. and E. S. E. 12 or 13 Leagues.

These that would go into the Haven of Malta, must know that the City lies on the North-side of the Island, almost at the end thereof, and when you would go in thereat, you must fail by the new City Burgo Nova, leaving it on the Starboard fide, and coming within the old City, you must run up to the Southward, and Anchor within the City Burgo, where you off this Cape, the Ground is very foul, therefore you

will, the Haven is chained up.

Cape Paffero is a low Point of Land, having a fently cut. great Light House standing thereon; when first you fee this Cape, then this Point seems like a low Island, nine Leagues; from Saragosa to Messina, the Course but it's the firm Land. Northward of this Cape, the is N. by E. about 26 Leagues. A Description is al-Land of Sicily begins to be high, and somewhat even, ready given how to go in at the Haven of Messina. and to the Northward of the Cape, lies another low l'oint of Land, when this lies 4 Leagues N.by E. from you, and Cape Paffero S. W. by W. then it shows it felf with the Land between them, as is here Prescri-

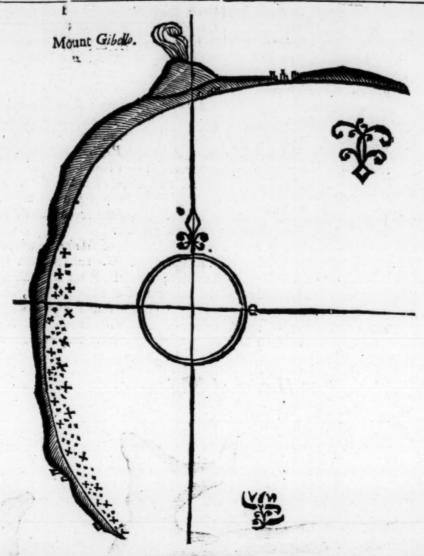
Malta hath much White Land, like to Dover, and when | bed; the high Mountain Gibello lies then North from you. This Mountain is exceeding high, and lies not far from the City Catana, and a little within the Land, in fair Weather, you may see it all along the East Coast, and almost all the South Coast of Sicily; this high Land is covered with Snow, and this Mountain continually fmoaks, and fometimes flameth forth; the smoak thereof seems like a great black Cloud in the Air; besides this, it may be well known by its

> Near Cape Passero, lies three or four Islands; and cannot Anchor here, for your Cables will pre-

Courles

Paffiro.

Male?



Courses and Distances. from one Place to another.

From the Point of Messina, to the Point of Mellasso, the Course is W. by S. 9 or 10 leagues From Point Mellasso, to Cape Bongerbino, or the Point of Sallanto, W. by S. 26 leagues From Point Sallanto, to Cape Gallo, W. by N. 6 leag. From Cape St. Vitto to Trapano, S. W. by W. 5 leag. From the Island Maritimo, to the West point of Sicily, 5 or 6 leagues the Course is West, The Point of Messina, and the Island Stromboly, lie distant S. E. 12 leagues From Stromboly to Ly Salliny, W. by S. 11 leagues From Ly Salliny to Fellicur, W. by S. 5 leagues From Fellicur to Allicur, W. by S. 5 leagues From Allicur to Ustica, W. by N. 14 leagues From Ustica to Maritimo, S. W. 26 leagues From Cape Caxines, near Algier, to Cape Budgerome, E. by N. 48 leagues From Cape Budgerome, to Cape de Fero, E. by N. 9 or 10 leagues From Cape de Fero, to the Island Tabarca, E. by S. 26 leagues From Tabarca to Gape de Negro, N. E. 7 or 8 leagues From Cape Negro, to Cape de Marabut, the Coast trendeth East, From Cape Marabut, to the Island Cany, 4 leagues From Cany to Point Guarata, E. by 5. From Point Guardia to Gamerola, S. E. by E. 3 leagues From Gamerola to the Island Zombora, East, From Zombora to Cape Bona, E. by N. From Cape Cartago, to Cape Bona, N. E. by E. From Gallita, to the Rocks Chirby, East, and E. by N. 13 leagues From the Point of Cupia to Susa, S. by W. 1 8 leagues From Gallita, to Cape Pula in Sardinia, North, From Sufa to Comigeras, S. E. 4 leagues From Comigeras, to the City Affrica, S. E.

From the Point of Affice, to Point Affacus. S. S. E. From the Island Maritimo to Trapano, East, 5 or 6 leag. From Maritimo to Favagnano, E. S. E. 4 leagues From Favagnano to Point Marsa, E.S. E. 3 leagues From Trapano, to the Point of Massaro, S. 8 or 9 leag. From Point Massaro, to Cape Leocata, S. E. by E. 22 leagues From Cape Leocata, to Cape Sacramis, E. S. E. 16 leagues From Cape Sacramis, to Cape Passaro, E. 17 leagues From Cape Passaro to Saragosa, N. E. 9 leagues From Saragosa to Messina, N. by E. 26 leagues From Messina to Rheso, S. S. E. 11 leagues From Point Rheso, to Cape Spartivento, E. by S. 8 or 9 leagues

Thwart Courses.

From Palmero to Ischia, North, From Palermo, to the Island Ufica, N.by W. 15 leag. From Palermo to Allicur, N. E. by E. somewhat Ea-15 or 16 leagues From the Island Maritimo, to the Island Elba, N. N. w. 6 leagues From Ustica, to the S. E. Point of Sardinia, West, 8 leagues From Trapano, to the S. E. Point of Sardinia, called Cape Carbonera, W. by N. 4 leagues From Cape de Fero to Gallita, E. by N. somewhat Easterly, 29 leagues 8 leagues From Gallita to Tabarca, S. by W. 12 or 13 leagues 5 leagues From Gallita to Cape Negro, S. E. 6 leagues 32 leagues leagues 5 leagues From Gallita to the Rock Torro, (at the S. W. corner of Sardinia)

shews thus.

In

Sardinia) N. by W. and N.N.W. 15 or 16 leagues (From the Rocks Chirby, to Cape Bona, S.S.E. 13 leag. From the said Rocks to the Island Favagnano, E. by 21 or 22 leagues From Favagnano to Cape Bona, S. W. by W. 22 leag. From Favagnano, to the Island Pantalaria, S. by W. 19 leagues From Cape Bona to Pantalaria, E. by S. and E. S. E. 17 leagues From Pantalaria to Affrica in Barbary, S. W. by S. 29 leagues From Pantalaria to Lampidosa, S. S. E. 19 leagues From Lampidosa to Limosa, N. E. 6 leagues From Pantalaria, to the Island Gazo, at the West-end of Malta, E. S. E. 33 leagues From Lampidosa to Gazo, E. by N. 22 or 23 leagues

From Limosa to Gazo, West, Southerly, 19 leagues From Pantalaria, to Cape Passaro, East, and E. by S. 53 leagues From the Island Gazo, to Cape Passaro, S. W. by W. 24 leagues From Malta, to Cape Passaro, N. E. 16 leagues From Malta to Tripoly, S. by W. 53 leagues From Cape Passaro to Gandia, E. by S. 141 leagues From Cape Passaro, to Cape Matapan, East, Souther-114 leagues From Cape Paffaro, to the Island Sapiensa, due East, 101 leagues From Cape Passaro, to the Island Zante, E. by N. somewhat Northerly, 93 leagues From Malta to Alexandria in Egypt, E. by S. and E. S. E. 266 leagues

The appearance of these Lands at Sea.



Cape Vittio bearing S. E. by S. from you, appears thus.



This is the following part of that shove, the Croffes must be joyned together.



Cape Gallo.

This Mountain lies Eastward from Palermo eight Leagues, the Mountain bearing S, by W. five or six Leagues off, then the Land appears thus.

Thus shews the I- Allieur N. E. from you Ustica N. E. from you, and that when you Ustica S. E. from you,

can see 3 Hills of Sicily, shews thus.

shows thus.

Cape Callo S. by W. 12 of League. from you, shews it fell thus like to an Island.

Cape Fero S. by E. and S. S. E. so far off as you can but just discern it, shews it self in Hills like to Islands; then Cape Callo lies S. W. by S. and can be but just seen.

Being so far West from Gallita, that you have just lost sight of it, then the Coast of Earbary appears in this manner, lying S. by E. and S. S. E. from you, and can but just discern it.

fland Allicur.

Directions for Sailing

In this manner appears Cape Mabra, in Barbary, it lies S. by W. from the S. W. Point of Sardinia, about 32 Leagues, and W. S. W. from Gallita, about 19 Leagues.



These belong to Tabarca, the letters A A, must be joyned together, with the Land thereabouts on both sides, when the East-Point of Gallita lies N. N. E. 3 Leagues from you, and Tabarca S. by W. 7 Leagues off, and can be but just discerned in clear Weather. The Mountain marked B, lies then S. W. by S. 13 Leagues from you, and N. N. E. from Gallita. Eastward of the sandy Hills, marked with Crosses, behind the Point, lies Tabarca, the Mountain C lies West of Tabarca. You may know these Marks when you cannot see Tabarca.

Tabarca.



When you are 4 Leagues from Tabarca, then it appears with the Mountain West of it, thus: The Land within it is very high, when you are 5 Leagues to the Northward of it, you can fee nothing of it but the North Caftle even with the Water.

Cape Negro E. N. E. 8 Leagues off, and Tabarea South 4 Leagues off then it shews thus; then you may see the Land Eastward a great way.



Gallita E. by S. from you, shews thus.

Gallita S. E. by E. from you, shews thus.



Gallita S. E. by S. five Leagues from you, shews thus.

Gallita S. E. eight Leagues from you, then you see but one Island.



Gallita S. S. W. nine Leagues from you, shews thus; then you can but just see the West-Point of Sardinia.



Gallita S. W. by W. 14 Leagues from you, shews thus like two Islands, and when farther off, like two Rocks,



Gallita S. by W. and S. S. W. from you, thews thus.



Gallita S. W. and S. W. by W. 9 Leagues off, shews thus.



When the high Mountain on the East-end of Gallita lies West three Leagues from you, it shews thus.



When Gallita bears E. by S. it appears thus.



Gallita S. W. by S. 13 Leagues from you, thew thus.

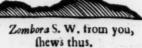


Zombora S. E. from you, shews thus.

Zombora S. W. from you, shews thus.



Zembors W. by S. in clear Weather, you may fee 12 Leagues, and appears thus.



Cape Bona S. E. from you, thews thus.

Cape Bona South 8 Leagues off, shews thus.

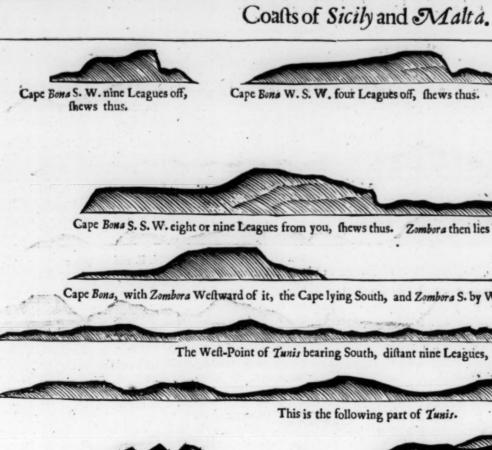


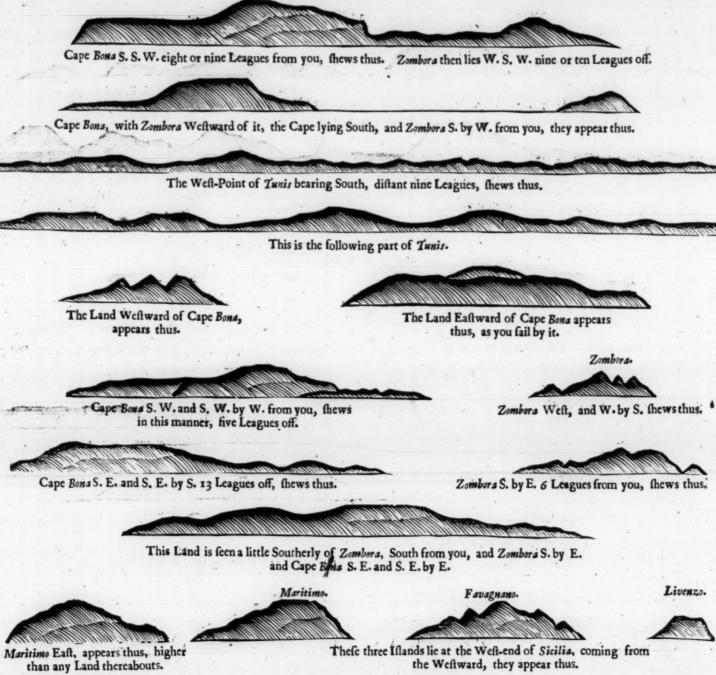
Cape Bona S. W. by W. nine or ten Leagues from you, shews thus.

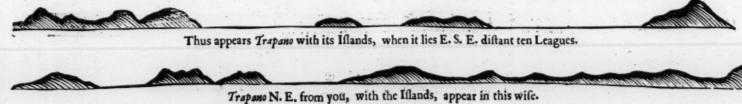
Cape

Cape Bona West, Southerly, 13 Leagues off, shews thus; then may you fee Pantalaria and the West Rock

of Sicilia, lying North Easterly from you.







Livenzo S. by W. from you, shews thus.



Q Maritimo

Makings of Land on the



Maritimo S. W. by S. four Leagues off, shews thus.



Maritimo N. E. by N. appears thus.

The N. W. end of Sicilia, appears like an Island at a great distance.



Coming from the Westward, the West end of Sicilia appears thus. When the North-Point lies E. N. E. and the other end East from you, the high Mountain which seems like an Island, lies then E. by N. from you.



The West-end of Sicilia, when the East-end lies N. E. by E. shews thus, and the West-end N. by W. and the Mountain N. by E. from you. The City that lies next the Mountain, is called Mazara, and tive Leagues more towards the Point, lies another City, called Marsa.



Sicilia, when the Mountain bears Eaft, shews thus.



This Land lies then Eattward of the toregoing, and the Eastermost end then bears East.



The West-end of Sicilia shews thus, when the round Hill lies N. by W. from you, and the East-end E. N. E.



When Cape Paffaro lies N. E-five Leagues from you, it shews thus,



Cape Paffaro N. N. E. five Leagues off, shews thus.



When Cape Paffaro lies N. N. W. fix Leagues off, then it flews thus.



Cape Poffaro West, four Leagues off, shews thus.



Coming from the Westward, Cape Paffaro thews thus. On the Point stanus a Light-House.



When you are in the Road of Cape Paffaro, the Land appears thus: The Calle on the Point feems to be covered with red Tyle.



When failing by Cape Paffaro, it appears thus. The Point is white fandy thore, having three or four little Islands lying at the Point.

Cape

Coasts of Sicily and Malta.

59

Cape Paffaro.

Sicilia.

Cape Paffare, and the Land to the Northward of it nine Leagues, shews it felf thus.



Pantalaria West, and W. by S. five Leagues off, thews thus.

Thus sheweth Pantalaria S. E. by E. 10 Leagues from you.

Thus sheweth Pantaloria, when it lieth S.E. by S. from you. Thus sheweth Pantalaria, S. S. E. 10 Leagues from you.

Pantalaria S. E. by S. and S. S. E. eight Leagues from you, thews thus.

Pantalaria S. W. by S. shews thus.

Pantalaria S. W. shews thus-

Pantalaria S. W. nine Leagues from you, shews thus, when Trapano bears N. W. by N. eight Leagues from you.

A Millian day we will the

Pantalaria W. by S. from you. shews thus.

Lymosa N. W. by W. four Leagues

off, shews thus.

Limofa W. N. W. four Leagues from you, shews thus.

The Island Come West of Meter, them shee when the West Point lies W. by N. five Leagues from you.



The Island Gazo Wettward of Malta, appears thus three Leagues from you, and the Land lies S. E. by b. from you.

When the North end of Malta lies East, and the South-end S. E. four Leagues from you, it shews thus.

When the North end of Malia lies E. N. E. five Leagues off, and the South-end S. E. by E. about fix Leagues off, then it shews thus.

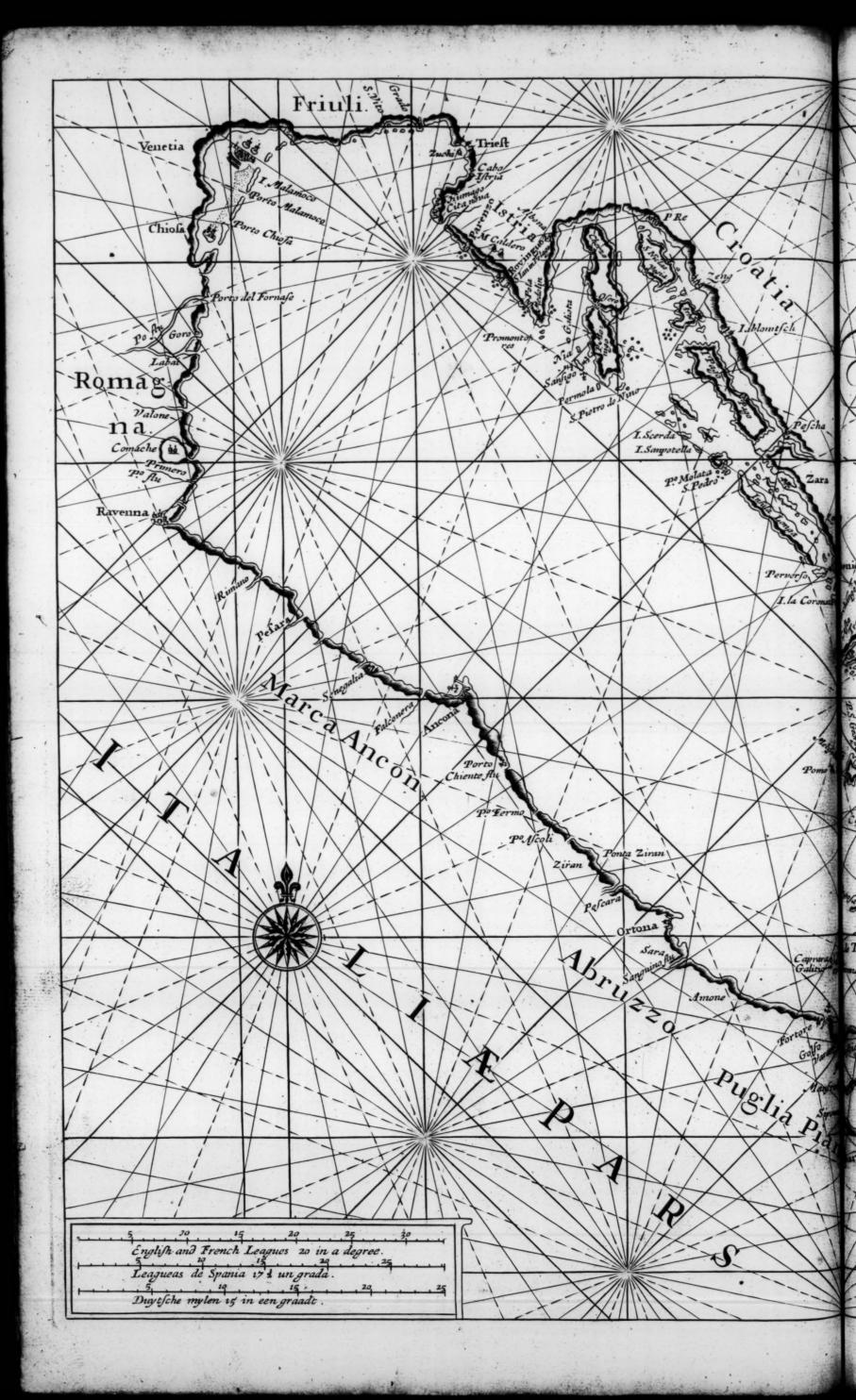
When the North-end of Malea lies Eatt, and the South-end S. E. nine Leagues off, then it thews thus.

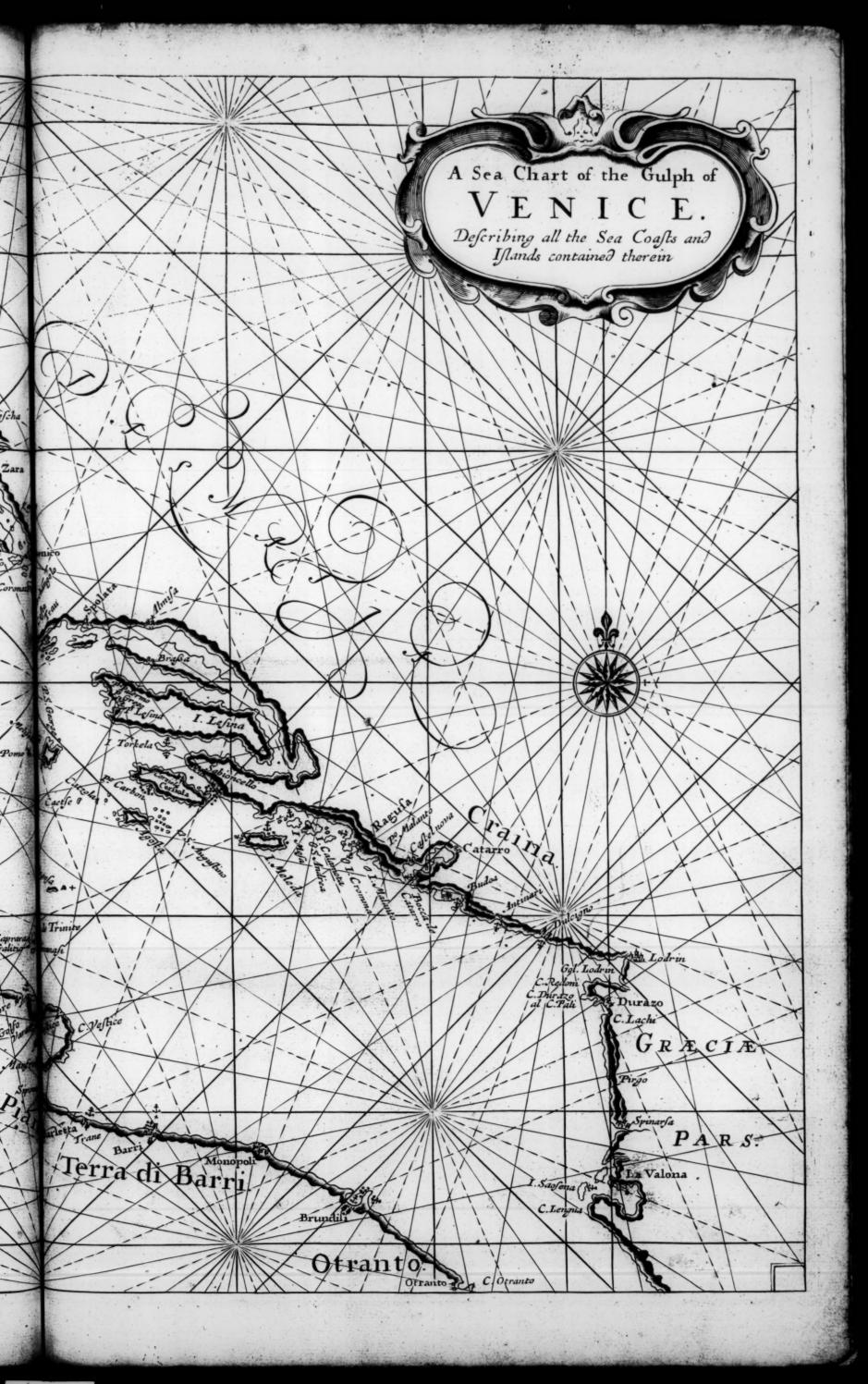
When the South-end of Malta lies S. E. by E. fix Leagues off, and the North end E. by N. tour Leagues off, then the middle Valley lies E. S. E. from you, and the Land appears thus.

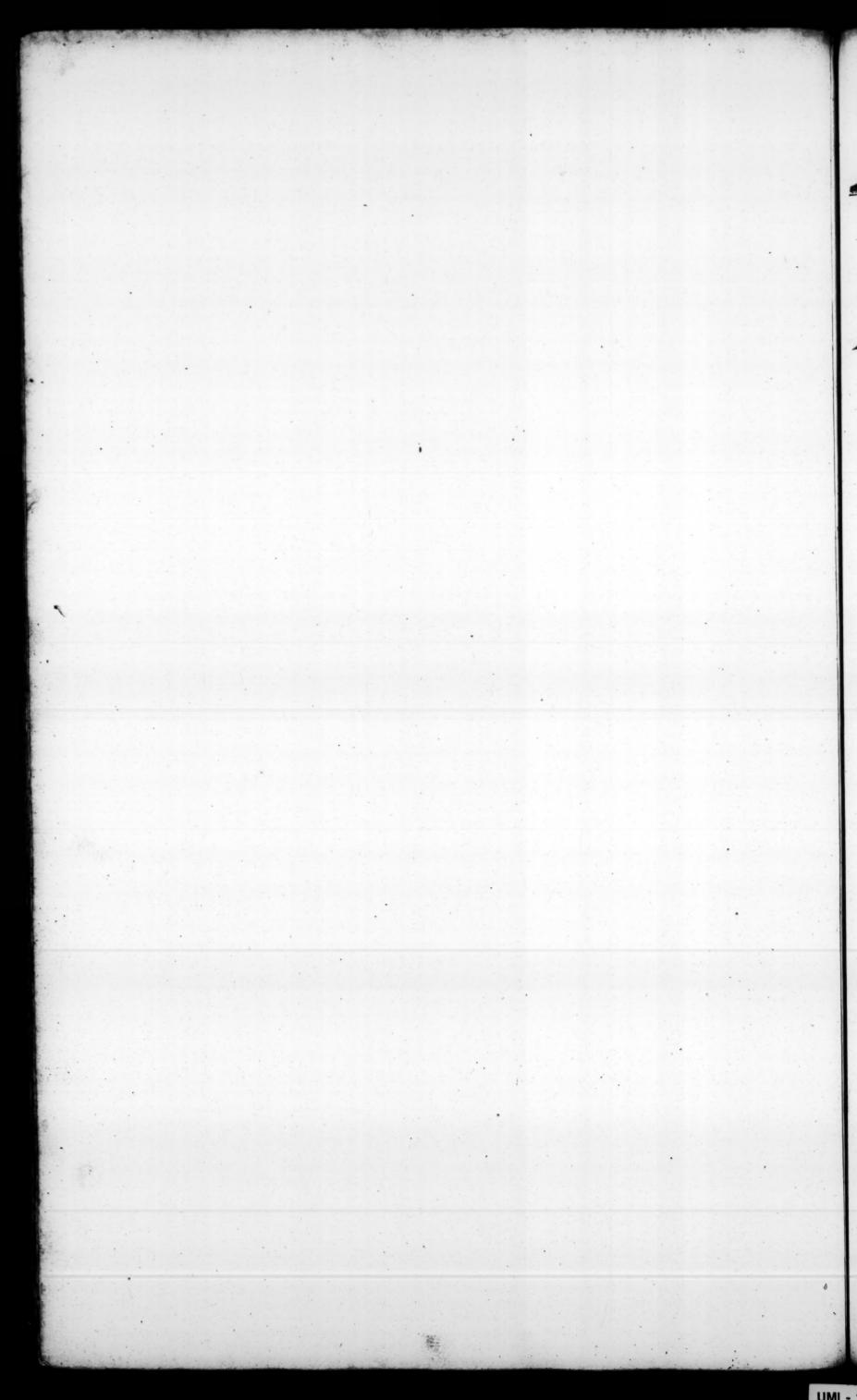
When the South-end of Malta lies E. by S. from you, and the North-end N. E. then Malta thews thus.

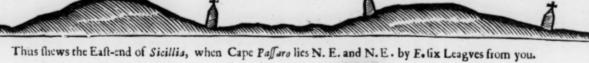
Malta appears thus when the North-end lies N. E. and the Eatt-end N. E. by N. from your.

. Ite











Monte Gibello N. W. by W. shews with the Land of Sicillis to the Southward of it thus, then this Mountain lies S. W. by W. from you.

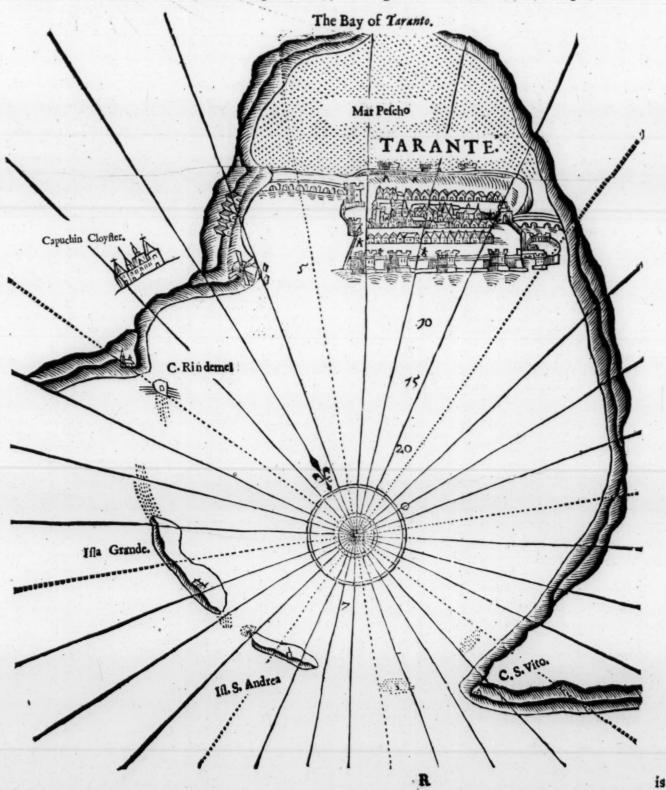


Monto Gibello We + 12 or 13 Leagues from you, shows thus.

CHAP. VI.

A Description of the Sea-Coasts of Calabria, from Messina to Otranto, with
the Havens and Islands in the Gulf of Venice.

Ape Spartivento, the Southermost Point of the Course is N. E. by N. three or four Leagues; Italy, lies distant from Cape Passaro, N. E. by St. three or four Leagues; N. E. N. 32 Leagues; and from Cape Spartivento, II Leagues. Between these two Capes, the Land



is full of Bays and Creeks. From Cape Stillo, to Cape Collomne, the Course is N. E. by E. fifteen Leagues.

Cape Spartivento, and Cape Collomn, lie distant N.E. easterly 32 Leagues: Cape Collomne is a low Point of Land, on which standeth a great Light-House, which afar off feems like a Sail. From Cape Gollomne, to the City Taranto, the Course is N. by W. 30 Leagues, it lies on an Island in the Gulf.

From Cape Collomne, to St. Maria, the Course is N. E. Northerly, 24 Leagues: Westward from Cape St. Maria, lies (on an Island) the City of Gallipoly, there are some small Iflands without the City to Seaward; Westward of this City is a good Road, where you lie sheltered in S. W. S. E. and N.E. Winds. If you would go into the Road, and Ride before Gallipoly. Gallipoly, you must go without these Islands, and come to an Anchor before the City, in ten or twelve fathom Water; fo that the outermost Island on which the Light-House stands, bears S. W. and S. W. by W. then you lie within shot of the Castles. An Easterly Wind here, blows right off the shore, and a Southerly Wind right off the City; you must not Anchor, or come nearer than Gunshot of the City, because of a blind Rock under Water: Either inward or outward bound, you may fail between the Iflands, if occasion serve.

This Place is under command of the Spaniard, fo that in time of War, if you are forc'd to go in there, you must Ride without command of the Castle, and then you need not fear, for they have no Galleys there; Gallipoly and Collomne, lie distant N. N. E. twenty six Leagues.

From Cape St. Maria, to Cape Otranto, the Land lies North and South 9 Leagues.

Cape Otranto, is the point Otranto. of the Gulf of Venice: On the West-side about the Point, lies the City Otranto: There is a Haven, where you may lie sheltered in South, and S.W. and West Winds, but a Northerly Wind blows right in.

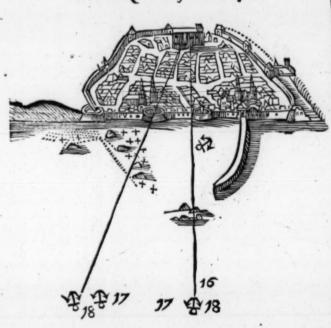
From Cape Otranto to Brundifie, the Course is N.W. by W. 13 Leagues; between these it's all good fandy Ground, alfo under the East-side of the Haven of Brundisie, it's good Anchoring in West, and S. W. The Haven and City of Galipoly. The Haven of Brundify.

and Westerly Winds; on the West-point of the Haven stands a Castle.

Those that would go into this Haven, must fail Brundifie. close along by the said Castle, for the East-side is foul and rocky Ground, fome above Water and fome under, therefore you must fail close along the West shore, till you come within the Haven, and then come to an Anchor. From Brundise to Monopoly, the Course is W. N. W. 11 Leagues; between these the shore is Monopoly. very steep. From Monopoly to Barry, the Course is

W. by N. 12 Leagues.

The Road of Barry.



Land, having two churches belonging thereto, each having two Steeples, and a fair Castle with two large Towers thereon; by which Marks the City may well be known, the Castle stands farther in than the Churches, that in failing, you shut the Castle in with the Churches: Those that would go into the Road, must bring the Castle midway between the Churches, and then fail right in, till you come into the Road, by which Mark you shall be sure to Ride in the best of the Road; the best Ground is where the great Ships ride, in 16 or 18 fathom Water, where you have good foft Ground; but if farther into 12 fathom, or less, the Ground is rocky and very foul: You may Anchor fo far Easterly, as to bring the Castle to bear with the great Church, but come not into less than 16 or 18 fathom Water.

Before the City is a Haven for small Vessels, the going in thereof is between a ledg of Rocks, to the East-ward of the City, and a Mould built opposite against the Town; there lie Rocks also under Water in the entry of the Haven, and you have not above nine or ten foot Water over them; when you are in, you lie moared to the Mould, and an Anchor to Seaward. At this Place there is Oyl made, here is also Commin, and Annifeed, and fuch-like Commodities.

About fix Leagues West of Barry, lies the City Berletty; the Road here is better than that of Barry, for here you may lie before the City, in eight or nine fathom Water, good fandy Ground.

From Barry to Vestice, the Course is N. W. by N. and N. N. W. twelve Leagues, and from Monopoly to Cape Vestice, it's N. W. by W. 21 or 22 Leagues. you must stand over and gain the Slavonish side, and Between Cape Barry and Cape Vestice, is a large Bay, be sure you run not to the Southward of the Mouth, you cannot fee the bottom thereof; in this Bay lie or River of Venice, for then you will hardly gain the long high barren Mountain, being the first Land you to the Southward.

can see on the West shore, coming into the Gulf, but in clear Weather you may see the high Land of Ragusa, on the East shore, the Island Palagosa, and Monte Angelo, bearing S. by W. from you; then under Cape Vestice, you have good Riding in West, and N. W. Winds.

From Cape Vestice, to the Island Gimnasy, the Course is N. W. and N. W. by N. eight Leagues; it's a small low Island, and bears from the Islands of St. Maria Trinity, W. by S. three Leagues. From Cape Vestice, to the Islands of St. Maria Trinity, it's N.W. by W. eleven Leagues. Near these are four other small Islands, the two largest are called, the one St. Maria, the other St. Facob, one of the little ones is called Caprara, and the other Gallitio.

S. by W. of St. Mary Trinity, is a place called Fortore, but the City from whence the Goods and Merchandizes come, lies about eight miles up the Country; by the Water-side on the Strand, or Key, stands a great Store-House in the form of a Tower, whereto their Goods are brought. This Store-House may be seen a great way at Sea. Your best Riding is near to it, in fix or feven fathom Water, where is good fandy Ground. This Place yieldeth and Transporteth abundance of Corn to all parts of Italy.

From Cape Vestice to Ortona, the Course is W. N. Ortona. W. Westerly, 26 Leagues: Ortona lies in a Bay, you lie there about half a League off shore, in 14 or 15 fathom Water, good Ground, but soft; but a bad Road in a Levant. Here are good Wines, Rice, and other things.

From Ortona to Ancona, N. W. Northerly, 30 Ancona, Leagues; behind the Mould is a good Haven, where you lie sheltered in all Winds.

From Ancona to Synagaga, W. by N. eight Leagues; Synagaga.
From Ancona to Rimano, N. W. by W. and W. N.

W. 21 Leagues.

From Rimano to Vollana, N. N. W. 19 Leagues. From Vollana, to the River of Gora, N. by E. fix Rymano, Leagues: Those that would go into Gora Haven, Gora. must fail along the East-side, in five or six fathom Water, and fo fail in, and within the Haven it's all foft muddy Ground.

From Vollano, to the going in of Venice, N. by E. 17 Leagues, and from Ancono to the entrance of Venice, N. N. W. Westerly, 46 Leagues; when you have the length of Ancono, and nearest the Coast of Italy, you have not above 23 or 24 fathom Water, but near the other Coast, about 10 or 11 Leagues off, you have 40 fathom and more; when over against Venice, 10 or 11 Leagues from it, then you have 16 or 17 fathom Water. You may then in fair Weather, fee the high Land over Venice, where you may boldly go in, if it were by Night, and Anchor in fix or feven fathom Water; but if in the Day, you may go farther in to the Northward of Mallamoquo River, and Anchor in eight or nine fathom Water, where indeed is the best Road, and very good Ground.

Four or five Leagues to the Southward of Venice, lies the City Chiofa: There lies within the Islands, Chiofa, right opposite against the City, about a League to Seaward, a flat shoal, of which you must have special care, for on this place there was a good English Ship lost, many Years ago; near this place is no good Anchor ground, for it's very foft.

When you come into the Gulf, with a scant Wind, Manfridony, Siponte, and Salpe. Monte Angelo, is a Harbour, because the Current for the most part runs

R 2

Rovigno

Earry Road.

Burletty

Cape Vettice. Monte St. Angelo. Manfridony. Siponte. Salpe.

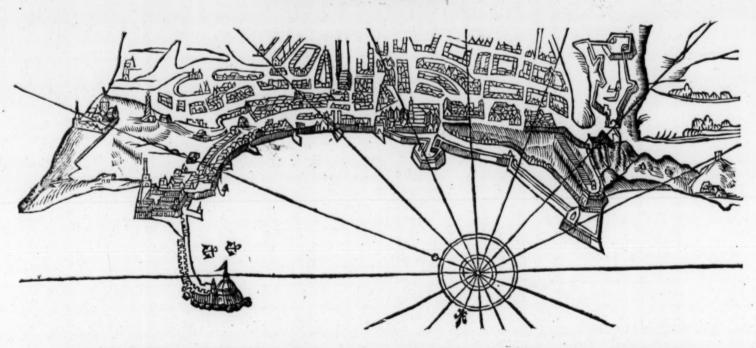
Rovigno.

stant E. S. E. 25 Leagues; and four Leagues Westward of Rovigno, lies Parenso; and at one of these two places you must take in a Pilot to carry you up to Venice, who are appointed for that purpose: And if you do not take one in, yet nevertheless when you W. N. W. but if a League or two at Sea, then sail

Rovigno in Istria, and the River of Venice, lie di- come up to Venice, they will make you pay for one, and also a Forfeiture for not taking him in. The Pilots in Summer their abode is at Rovigno, and in the Winter at Parenso.

When from Rovigno you sail for Venice, then steer

The Road of Ancono.



W. N. W. half a Point Westerly, where you have 24 or 25 fathom Water, and coming in near 5 Leagues | E. S. E. 25 Leagues: Before Rovigno is a very good The Bank, from the shore there is a Banck, on which you have Haven, with some Islands, on one of which there not above nine fathom Water; when you are over this Banck, you may then just different beeples on the Churches of Venice, bearing N. W. and N. W. by N. from you; and when you are got over this Banck, then you have 14 or 15 fathom Water, and from thence the Water leffens all the way in.

Mallamocco.

mocco.

The Island Mallamocco, reacheth N. N. E. and S. S. W. and is in length about four or five miles; to the Northward of the Island is a good place for small Ships and Galleys to lie, but to the Southward is a fine large River, where great Ships may lie. If you defire to go into this River, and coming from the Northward, then keep along the South shore, till you bring the Block-Houses to bear with that place whereon you see the Trees stand, and then stand over to the South shore, and run in close by the Heads or Molds, this River lieth nearest W. N. W. and W. by N.

When the Towers of St. Marks Church in Venice, and the Tower of Mallamocco bear in one, then are you open with the River, and in three fathom Water; when you are within Mallamocco, then run up to the Northward, and fail between those Pales which you fee standing in the Water, which is the deepest Water, and moar your Ship to one of them towards Mallamecco, and one Anchor to Seaward. The Tide within flows not above three foot at a N. W. Moon, which makes highest Tides.

When you come into the River, to the Southward at Chiof. is the deepest Water, through which you fail to the City Chyofa, and Northward of Chyofa runneth a River into the Sea, Navigable both in and out.

When out of the River you would go into the Road you must fail along the South shore, close by the Mold, till you bring the Tower of St. Marks, and Mallamocco Tower in one, and being fo, fail Northward towards Mallamocco, and come to an Anchor in feven fa-. Mallamocco, which is the best of the Road.

From Venice to Rovigno in Istria, the Course is stands a Pole: when you fail through, leave this Island to the Westward of you, it's the war and fasen pasfage; you may fail between the other Islands and the Point also if you please. Between Rovigno and Parenso (two miles from the shore) there lie a parcel of Rocks, they are to the Westward of Rovigno; you Rovigno, must be very careful and shun them, for they are very perilous, feveral good Ships have been loft on

From Rovigno, up the Land, lies the high Moun- Monte tain Caldero, you may see it in the manner of two high Caldero. Hills a-long way off; when you in the Haven of Rovigno, it lies E. N. E. from you. The Island Mallamocco and Mount Galdero, lie E. by S. and W. by N.

From Rovigno to de Polmontoren, the Course is S. E. five or fix Leagues; this Polmontoren is two Rocks, The Rocks which lie off of Cape de Polla; between them and the Polmon-toren. shore lies a great shoal, therefore you must sail between them, and so near the biggest of these two Rocks, that you may throw a stone to it, and then you are in the deepest Water.

About half a League from Polmontoren, S. E. in the Sea, lies a Shoal, on which you have not above

eight or nine foot Water.

From Cape Polla to Insola Longo, it's S. E. Easterly, 22 Leagues; between these, five or fix Leagues from Polmontoren, lies the Island Sansigo, at the South-end of Offero. It is all clear Ground hereabouts, you may Anchor any where in all forts of Winds; there you lie in three Fathom Water, and the nearer the shore the better Ground.

N. W. almost a League from this Island, lies a Banck of foul Ground, you have on it 10 and 11 fathom Water; but both within and without it, the

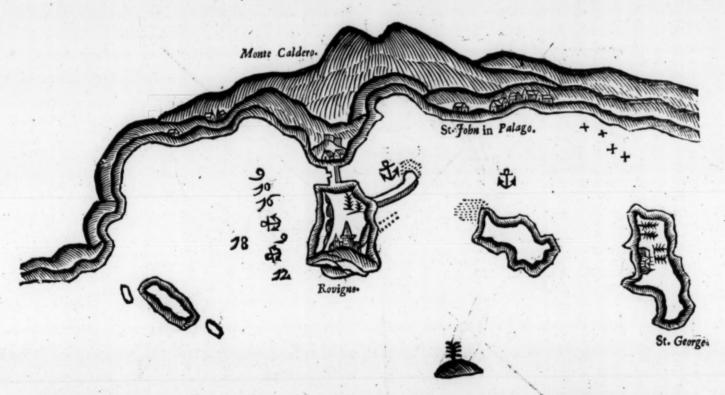
Ground is good.

Thwart from Sansigo, lies the Island Offero, there thom Water, between the Village and the River of is a Haven called Porto Monigo, there is a good Road but foul Ground; and about three Leagues East of

Sansigo, lies an Island and a Haven, called St. Pedro and very good going in and out.

Westward of Insola Longo, is a fair Haven, called de Nino, this is the Southermost of the Islands ; this Porto Mollato; St. Pedro reacheth first East and West, Porto is a good Road, having ten and twelve fathom Water, and then inward N. E. you Ride there in 34 and 35 Mollato, fathom Water.

The Road of Rovigno.



Infola Longo is about ten Leagues in length, and sench eth S. E. and N. W. You may fail between Infola Longa and the Main, to the City Zarra, the Haven here is chained up.

From Infola Longo to Cape Cesto, it's S. E. ten Leagues, and four Leagues more East lies the Island de Bua,; between this and the Main, lies another finall Island.

From Bua to the Island Lifa, its South eight or nine Leagues; at the N. E. end of Lifa is a Haven, called St. George, it's a fair and good Haven, and lieth S. S. E. in; there also lies another Island, close to the S.E. part of the Haven. At the S. W. end of Lifa, lies Porto Camise, there you lie sheltered in most Winds, but a W. N. W. blows right in. It's no Haven, but a point of Land you lie under, and very steep Ground, that when it blows hard at N. E. you may chance to drive off. At the S. E. side of the Island, you may Ride likewise, it's very good Ground round this Island, and it belongs to the Duke of Venice.

The Island St. Andreas, or Hassa, lies about a St. Andrea. League West of Lifa; it is not Inhabited, but is full

The Island Mellescho, lies from Lifa W. by S. about Mellefello. five Leagues, having about it many Rocks of a white colour. The Island, or Rock Pomo, is a round Rock, lying from Lifa West, about seven or eight Leagues; this Pomo, and the Island Mallamocco, lie N. W. and S. E. of each other.

Lisa, lie distant N. E. and S. W. four Leagues; at Haven, where you lie sheltered in all Winds. Lissina is a good (but small) Haven, large enough for three or four Ships: And if you defire to go in

South and North, nearest, and when you are in close by the City, there you Ride in twelve fathom Water, moared from fide to fide, with your Fasts on shore; it is good failing both in and out of this Haven.

About a League to the Northward of this place, lies the Haven of Porto Pallarmo, very Commodious, Porto and counted one of the best Havens thereabouts, for Palarmo. there you lie Landlockt; and when you are in, (whose going in is between two high Mountains) there you lie where you will, moared with your Cables, or Haffer, or old Junck fast to the Rocks, quiet as in a Pool, or Mill-Pond.

Between Porto Pallarmo and Lissina, is another Haven, but not so large, and is called Porto Grego, here you lie moared to a Rock likewife; and because the Haven is somewhat narrow, you must have your Fast ready to carry to the Rock, as you come to it.

Between Lissina, and the small Islands lying before these Havens, you may (on occasion) Anchor, but (except through necessity) I advise you not to it, for the Ground thereabouts in most places is very foul; and besides, you have thereabout 35 or 36 fathom

At the South-side of the Island Lissina, lies a small Island, called Torkello, on which standeth a Church; Torkello. under this Island is good Anchor-ground, and shelter almost in any Wind.

From Lifa to Lagosta, the Course is S. E. eight Lagosta. The West-end of Lissina, and the N. E. end of leagues; at the N. W. end of this Island, is a good

At the S. E. end of Lagosta, are abundance of Rocks, four or five leagues to Seaward, many of them under here, you must sail close to the Southermost Point of Water, for which reason you must shun this place. the Main, for there it is clean Ground, you may al- About two leagues off of Lagosta, lies two Islands, most lay your Ships side to the shore; and as you are the nearest of which is called Gatfolla; about which is Catfola, going in, you leave all the Islands and Rocks on your good Anchor-ground, but very deep: The other is Larboard side, excepting one, which you may leave called Gaetsa, and lies about midway between Lagosta,

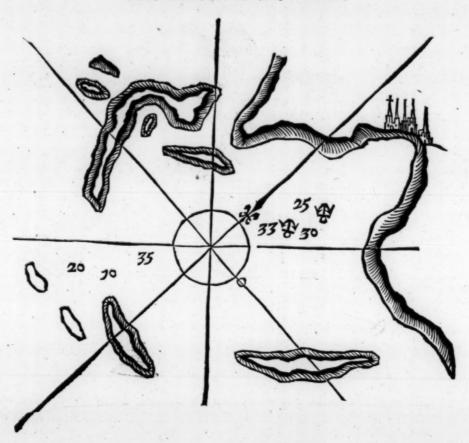
Camifa.

and Lifa, distant four leagues. From Lagosta W. by N. and from the South-end of Lifa, S. E. and N. W. and from the Island Andria, W. N. W.

Catfola and Lifa, lie N. W. Westerly, and S. E.

In the midst of the Gulf, as near one shore as the other, lies the Island Pellagosa, distant from Cape Pellagosa. Ustice, North, ten leagues, and from the Island Lisa, South, and from Lagosta, S. W. by S. eight leagues: the Island Pomo, and Pellagosa, lie distant N. W. by N.

The Haven of St. Pedro.



13 leagues; about a league E. by S. of Pelagofa, lies | led Galla Mota, on which stands a little Church. a Rock about the bigness of a Ship, even with the Water, and between them lies another great Rock, but that is above the Water.

Northward of Lagosta lies a great Island, called Corfiol: Corfiola, being nine leagues in length; at the S.W. fide of this Island is a good Haven, called Porto Carbon, behind two or three small Islands. You may know this Haven, by a high Mountain lying right up with it, on which is a great white Path like to a beaten Road; this Haven hath good Anchor-ground, and bears from the N. W. end, of Lagosta N. E.

At the N. E. fide of Corfiola, lies the City Curfolla, there is also a good Haven, sheltered in all Winds; between Gursola, and the Land of Sabioncelo, you have 22, or 23 fathom Water, good clean Ground, but at the S. E. end of Gorfiola, lie abundance of Rocks, but most above Water , therefore you must keep close to the Main of Sabioncello, where you will have eight or nine fathom Water, and the nearer the Rocks the deeper.

From thence to the Island Maleda, it's S. S. E. five leagues, this Island is about fix leagues in length; you may Anchor in the River, but it's very deep. At 35. Malleda and Lagosta, lie distant East and West, Sr. Augu- fix Leagues, and between them lies the Island St. Augustine, and East of Malleda lies the Island Fappano, there is also another good Haven: At the East-end of a Rock, leaving it on the Larboard fide; this Rock iffuing out of a Mountain. is round like a Loaf, and when you are in, there is

From Malleda to Ragufa, it's E. by N. fix leagues: Before Ragusa, lies the Island Gromma, behind which Cromma. is a good Road, lying sheltered in all Winds. Ragusa is well known, by a Church standing on a Mountain above the City.

Two Leagues E. S. E. of Ragusa, lies Ragusa Ve-Vichia. chia, near which is a fair fandy Bay to make Road.

From Malleda to Cattaro, the Course is E. by S. Cattaro, and E. S. E. twelve leagues; the River of Cattaro reacheth N. N. E. to Gastel Nova, and in failing in, you leave on the Starboard fide an old Church: And from Castel Nova it reacheth East, to an Island whereon there standeth a Church, and then to Perasto it reacheth N. E. and to the City Gattaro E. N. E.

East from Point Cattaro, lies a Rock and a House standing on it; behind this Rock is the Bay Jamiso, very good Anchor-ground.

From Cattaro to Budoa, it's S. E. by E. five leagues; Budoa. on the Point thereof stands a Castle, and a high Island lying by it, you first run to the Northward, and Anchor behind this Island; three leagues farther lies the City Antonary, there is good Road likewise.

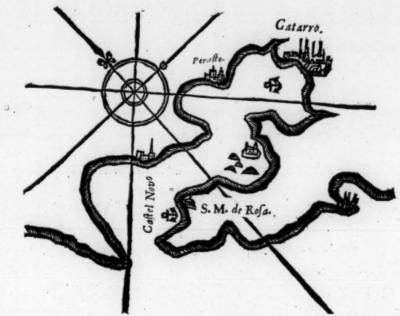
Two leagues from Antonary, lies the City Dulleigno, the N. W. end it's 50 fathom, and at the S. W. end | there is a small Creek, where you may ride; and near this lies Valdenosy. From Malleda to Durassa, S. E. Valdenosy by E. 35 leagues, and from Durasso to Lavilona, South, 19 leagues.

Lavilona is a good Haven, the Island Soafina lies Malleda, lies Isla Mesa, behind which you may lie right before it; on the innermost part of this Island is sheltered in all Winds, you sail betwixt the Island and a good place to Water at, being good Spring-water

From Soafina to the Island Corfu, it's S. E. by S. room enough; and East of this Island is another, cal- Southerly, twelve leagues: At the N. W. end of

Corfu lie two small Islands, Fanu, and Marlere, you and the Main, is here-under described, together with cannot fail between them, but failing between Corfu the Havens and Roads thereof,

The Haven of Cataro.



Courles and Distances from one Place to another.

From Point Rheso, to Cape Spartevento, E. by S. From Cape Spartevento to Cape Borsano, N. E. by N. 4 leagues From Cape Borfano to Cape de Stillo, N.N. E. 10 leag. From Cape de Stillo, to Cape Collomne, N. E. by E. 20 leagues From Cape Spartevento, to Cape Collomne, N. E. Ea- From Dulcigno to Duraso, S. E. by S. From Cape Collomne to Tarante, N. by W. 31 leagues From Laviola to Corfu, S. S. E. From Cape Collomne to Gallipoly, N. N. E. 21 leagues From Laviola, or Soafena, to the Island Fanu, South, From Cape Collomne, to Cape St. Mary, N. E. Nor-24 leagues From Cape St. Mary, to Cape Otranto, North, Easterly, 9 leagues From Cape Otranto to Brundisy, N. W.by W. 13 leag. From Brundisy to Monopoly, W. N. W. 10 leagues From Monopoly to Barry, W. by N. 12 leagues From Barry to Cape Vestice, N. W. by N. Northerly, 12 leagues From Monopoly to Cape Vestice, N. W. by W. From Cape Vestice, to the Island Gimnasy, N. W. by 8 leagues From Gimnasy, to the Islands of St. Maria Trinity, W. by S. 3 leagues From Cape Vestice, to the Islands of St. Maria de Triniti, N. W. by W. 10 leagues From Cape Vestice to Ortona, W. N. W. Westerly, 27 leagues From Ortona to Ancona, N. W. Northerly, 31 leag. From St. Maria de Triniti, to Ancona, N. W. by W. From Ancona to Synagayen, W. by N. 8 leagues From Ancona to Rimano, N. W. by W. Westerly, 21 leagues From Rimano to Vollane, N. N. W.

From Polmonteren to Infela Longo, S. E. Easterly, 23 leagues From Infola Longo, to Cape Gesto, S. E. 10 leagues From Bua to Lifa, South, 8 or 9 leagues From Lisa to Pomo, West, 20 leagues 6 leagues From the South-end of Lifa to Caetfe, 5 leagues TIOIII Garage to Lagged, E. by S 4 leagues From Lagosta to Maleda, East, Northerly, 6 leagues From Maleda to Ragusa, E. by N. 6 leagues From Ragusa to Catarra, S. E. by E. 6 leagues From Catarra to Dulcigno, S. E. by E. 9 leagues 9 leagues 3 1 leagues From Durafo to Laviola, 18 leagues 13 leagues 12 leagues

sterly, 9 leagues	Tywart Courles.
From Cape Otranto to Brundify, N. W.by W. 13 leag.	
From Brundisy to Monopoly, W. N. W. 10 leagues	From Cape St. Mary, to the Island Fanu, E. by N.
From Monopoly to Barry, W. by N. 12 leagues	13 leagues
From Barry to Cape Vestice, N. W. by N. Northerly, 12 leagues	From Cape Otranto, to the Island Soafano, N. E.
From Monopoly to Cape Vestice, N. W. by W.	From Cape Otranto to Lavilona, N. E. 12 leagues
23 leagues	From Cape Otranto, to Cape Durasses M. N. E.
From Cape Vestice, to the Island Gimnasy, N. W. by	28 leagues
	From Brundify to Ragusa, N. by E. Easterly, 33 leag.
From Gimnasy, to the Islands of St. Maria Trinity,	
W. by S. 3 leagues	From Brundisy, to the Island Lagosta, N. W. by N.
From Cape Vestice, to the Islands of St. Maria de Tri- niti, N. W. by W. 10 leagues	From Brundify, to the Island Palagofa, N. W. 40 leag.
From Cape Vestice to Ortona, W. N. W. Westerly,	From Vestice, or Monte St. Angelo, to Cape Duraffo,
27 leagues	
From Ortona to Ancona, N. W. Northerly, 31 leag.	From Monte St. Angelo to Cartarro, E. N. E. 33 leag.
	From Monte St. Angelo to Melida, N. E. by E. 22 leag.
42 leagues	From Monte St. Angelo to Lagosta, N.N.E. 17 leagues
From Ancona to Synagayen, W. by N. 8 leagues	From Monte St. Angelo to Palagofa, North, 10 leagues
From Ancona to Rimano, N. W. by W. Westerly, 21 leagues	From Monte St. Angelo to Ancona, N. W. Westerly, 53 leagues
From Rimano to Vollane, N. N. W. 18 leagues	From Ancona to Palagofa, S. E. by E. Easterly, 44 leag:
From Vollane to Venice, N. by E. 17 leagues	From Ancona, to the Island Pomo, E. by S. and E.
From Venice to Rovigno, E.S.E. 120 leagues	
From Rovigno, to the Rocks Polmonteren, S. E. 6 leag.	From Ancona to Cape Cesto, East, 37 leagues

ary

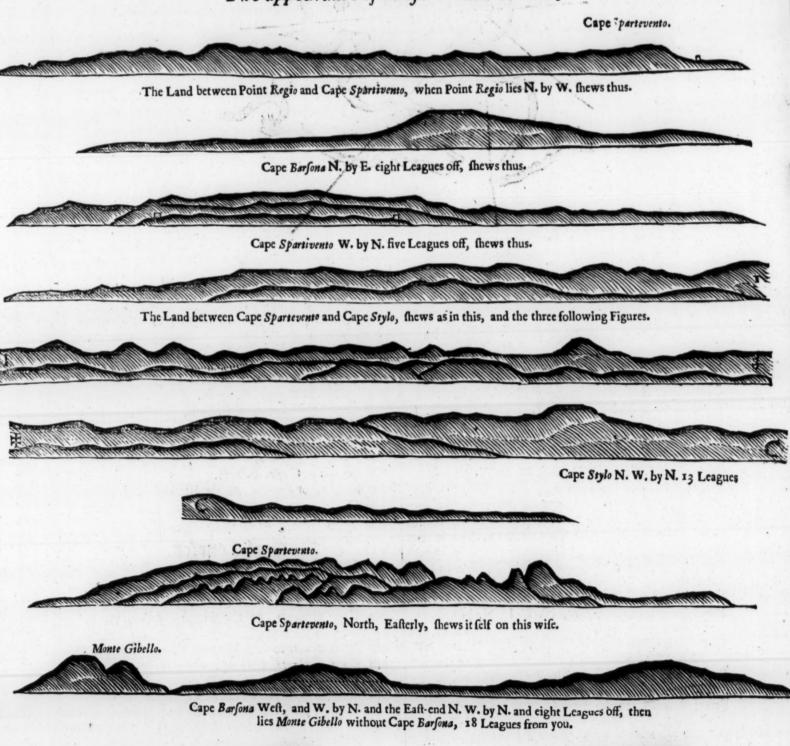
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31 leagues From Pelagofa; to the Island at the South-end of Lifa, From Ancona to Infola Longo, E. N. E. N. by W 10 leagues From Ancona to the Island Lerda, N. E. 28 leagues From Ancona, to the Island Sangifo, N. N.E. 30 leagues From Palagofa, to the Island Pomo, N. W. by N. From Ancona, to the Rocks Polmontoren, North, Ea-13 leagues 32 leagues From Pomo to Venice, N. W. 80 leagues 36 leagues From Cape Golomne, to Cape St. Sydaro in Zephala-From Ancona to Parenso, North, nia, E. by S. From Ancona to Venice, N. N.W. Westerly, 47 leagues nia, E. by S.

45 leagues
From Peluzosa to Lagosta, N. E. by N.

8 leagues From Cape St. Maria, to Cape St. Sydaro, S. E. From Pelugofa to Lagosta, N. E. by N. 40 leagues 6 leagues From Palagofa to Gaetso, N. by E.

The appearance of these Lands at Sea.

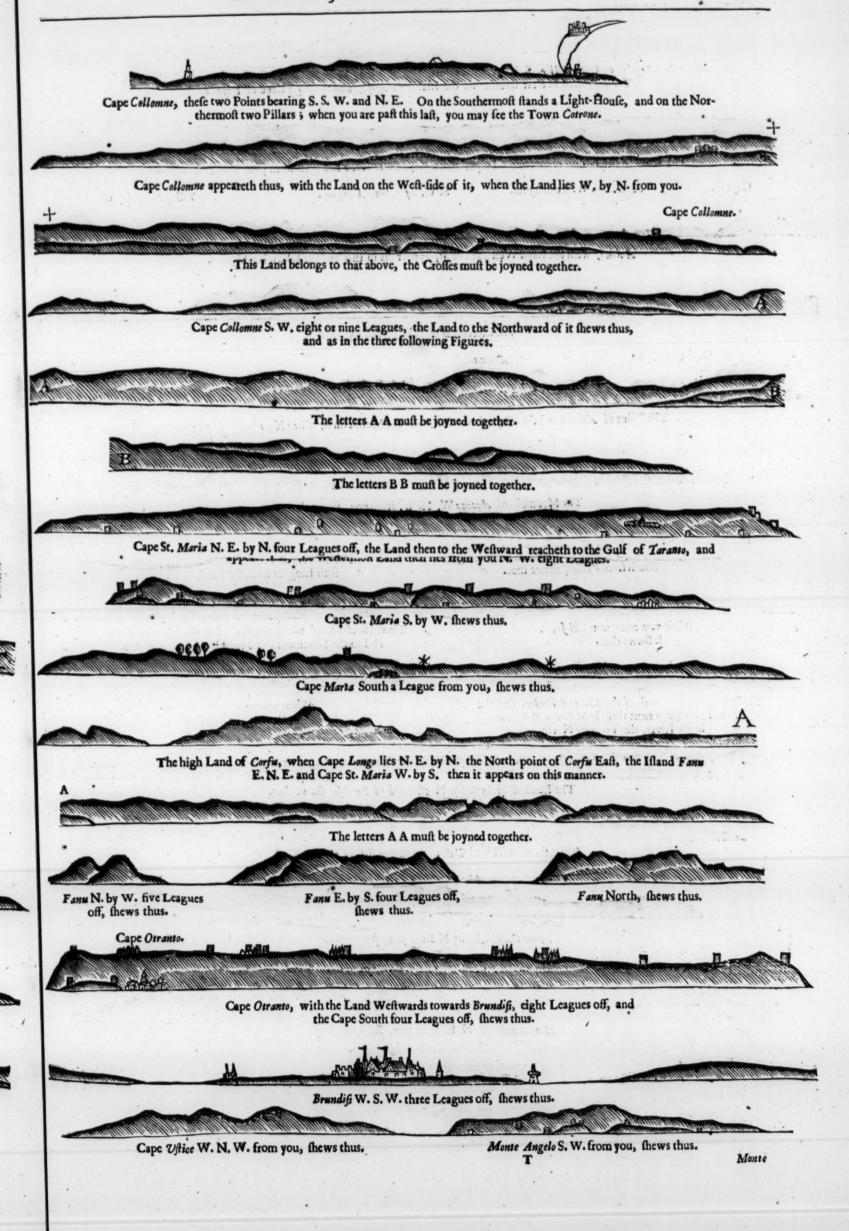


The Land between Cape Barfona and Cape Collomne, four or five Leagues off, then it shews thus.

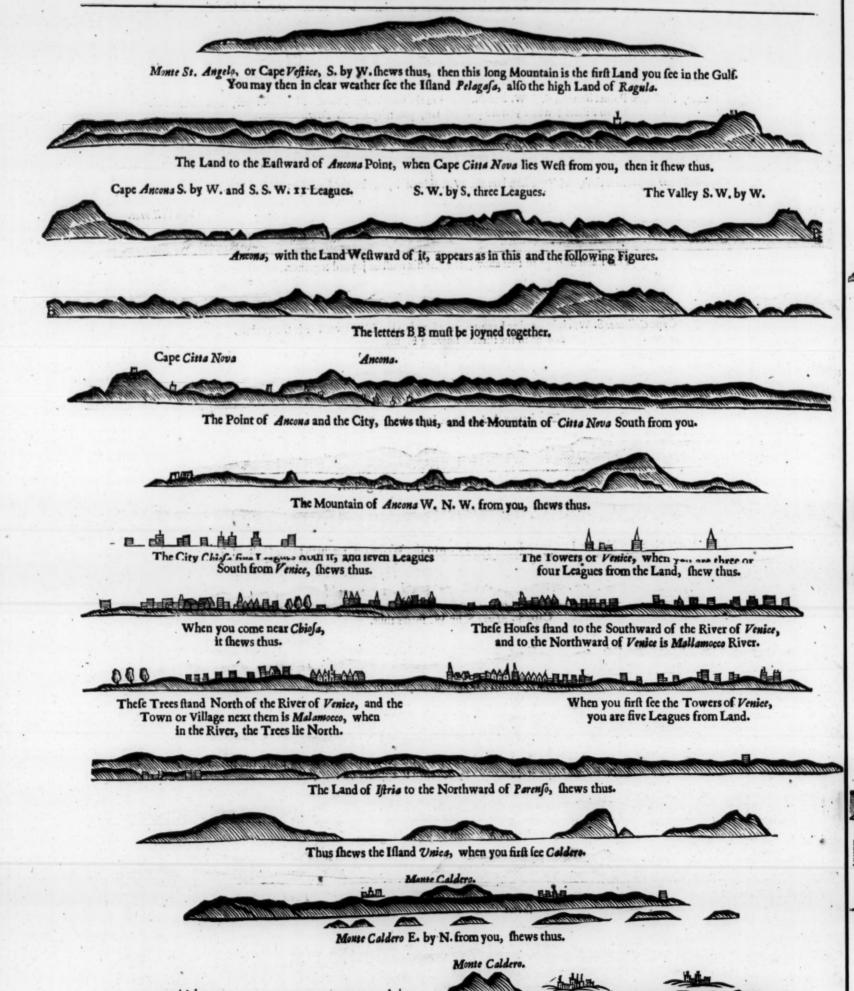
Cape Spartevento N. W. II Leagues off, thews thus.

Cape

Cape Collomne North, eight Leagues off, shews thus.



Makings of Land on the Coasts



Monte Caldero E. N. E. from you, fhews thus.

The Island Sanfego.

Cape Pullo, and Moute Caldero, North from you.

The

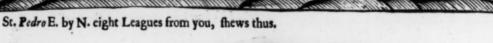
The Island Galisla, N. E. by E. from you, shews thus, being North of Sansego, and West of the Island Vadagosta.

Galiola N. E. feven Leagues off, shews thus.



The Island Sanfego N. N. W. from you, then it lies N. W. by W. eight Leagues from the Haven of Pedro de Malata.





adagofts, when five Leagues from the Land, shews as in this and the next following Figure.



The letters A A must be joyned together.

The Island Palmerola N. E. by N. it lies between the Islands Vadagosta, and Seerda.

The Island Scerda, E. N. E. from you.

The Island Zampontelle E. by N. from you.



When Isla Longo N. E. seven Leagues from you, shews as in this and the following Figure.

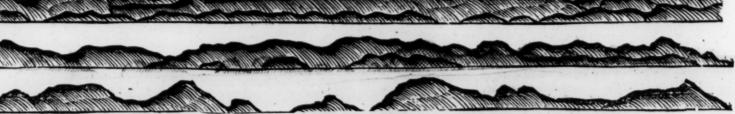
The letters A A mutt be joyned together.

The Island Coronata five Leagues East of Ifla Longo, flews thus.

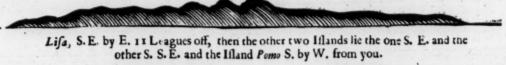


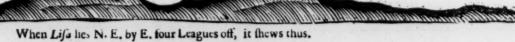
Budos N. N. E. feven Leagues from you, the ws thus.





Cape Cefto, when the Land to the Northward of it, and Southward of it, appears as in these four latt Figures.





The Island Life lying N. E. by E. and being near it, it shews thus; then you may fee the Bay of Porte Carify.

Caerfa being a bout a League from you, thews thus.

sheweth thus,

you, theweth thus.

IIMI -

Caetfola.

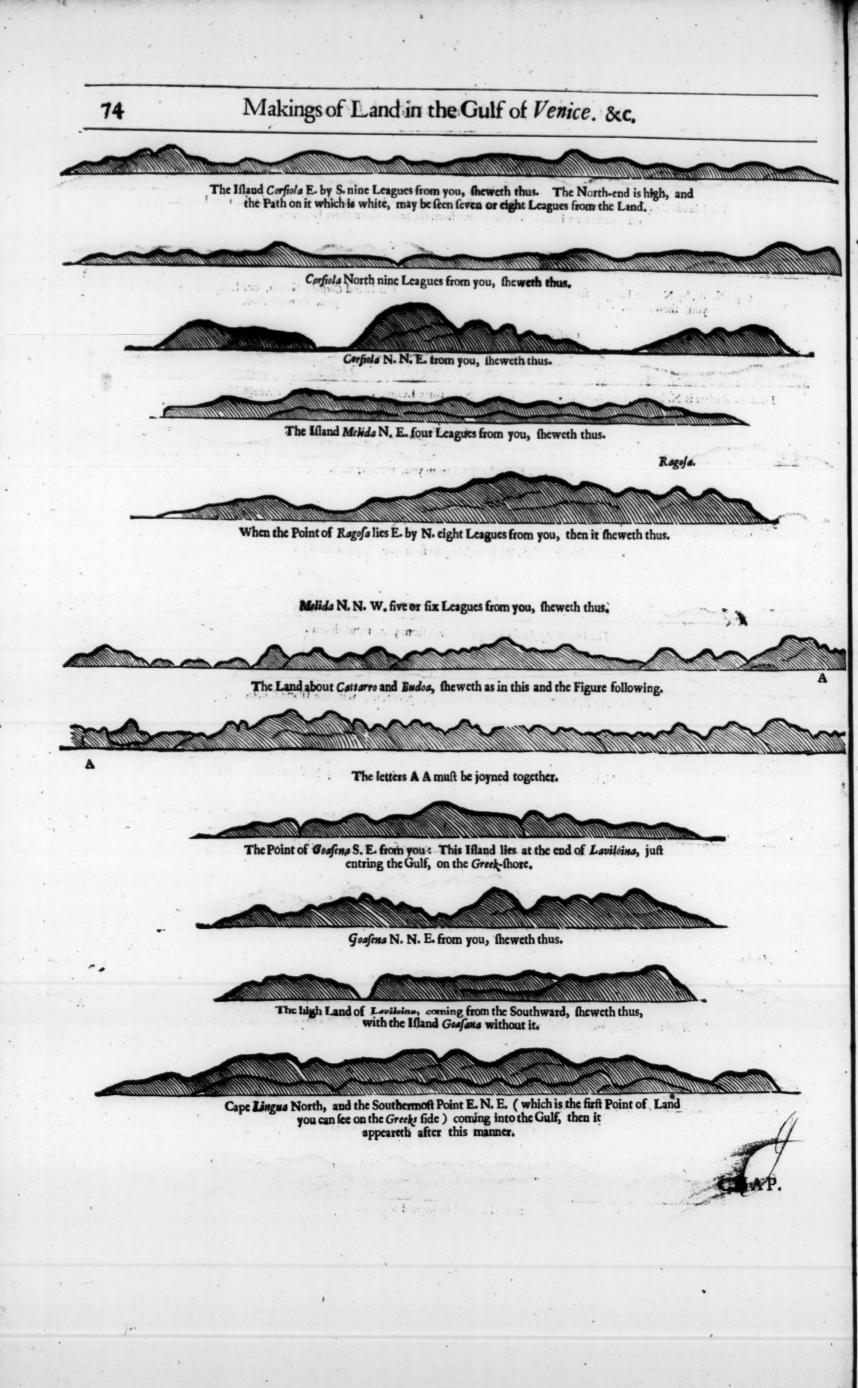
of Calabria, and the Gulf of Venice.

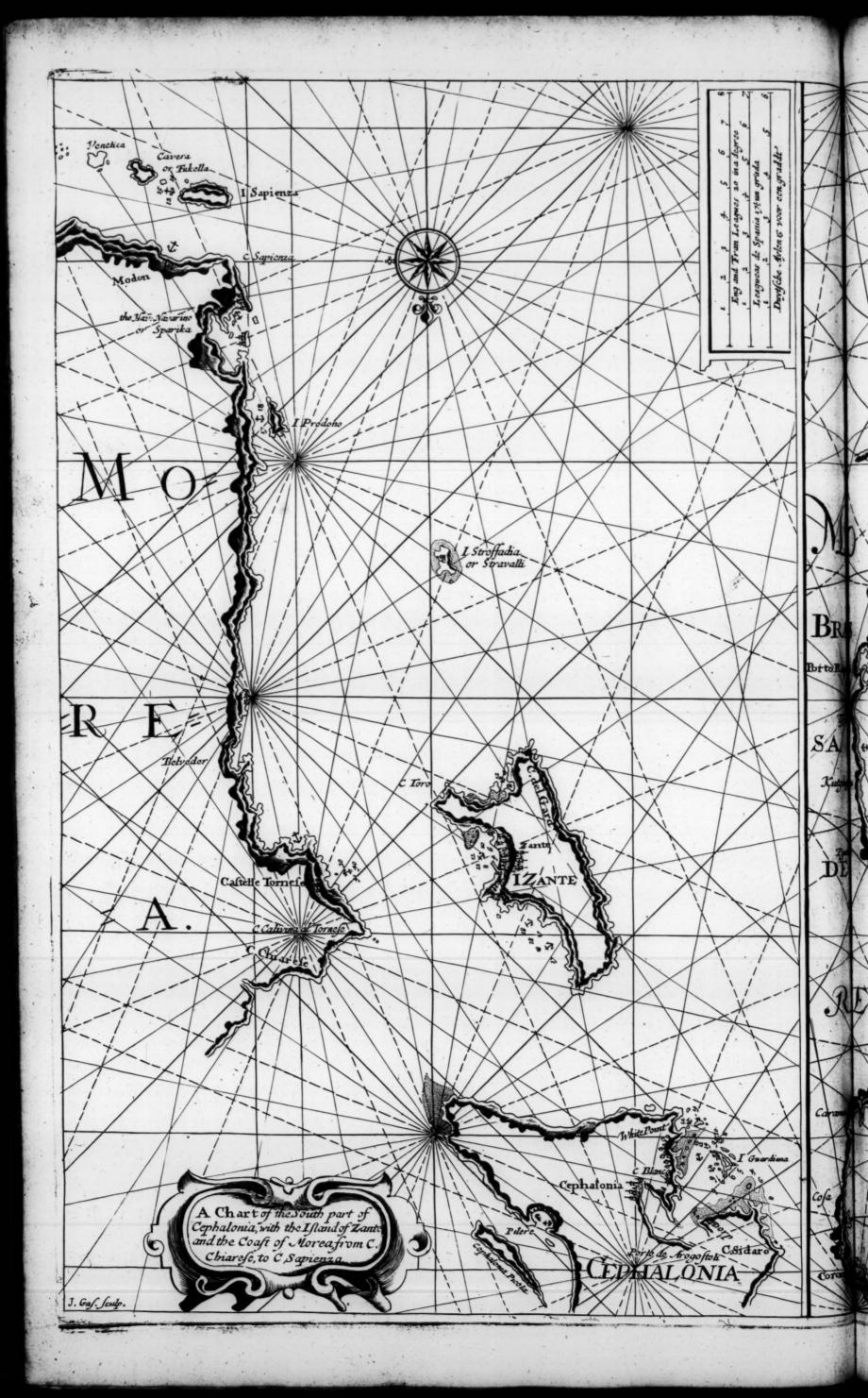
73.

The

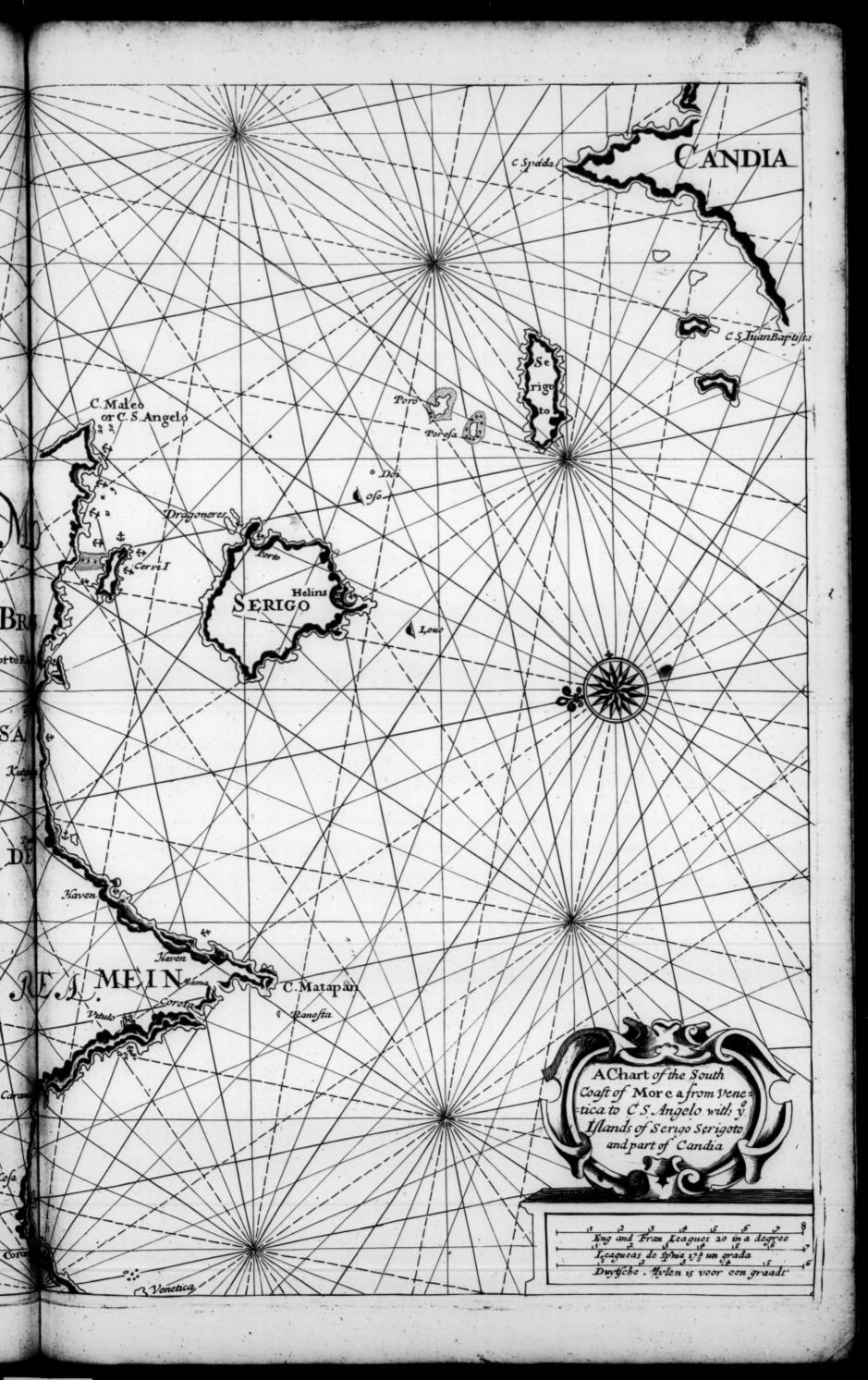
Caetfola. Caesfor .. The Islands Caetso and Caetsola, when Caetso lies S. E. Ix Leagues distant, and Caetsola S. E. by E. nine Leagues off; these two Islands lie distant one from the other about three Leagues. Coffs N. W. by N. four Leagues from The Island Corfiola North, one League from you, sheweth thus. you, shews thus. Corfiola Lifa N. N. E. three Leagues. Then St. Andres is N. by W. four Leagues. Greenift N. E. from you. When N. E. fix Leagues from you, it thews thus. When Pelagafo lieth S. W. four Leagues from you, it sheweth thus. The Island Agofta fix Leagues North from you, sheweth thus. Agofta E. by S. and Canfola S. S. E. then they appear thus, with the Island Cateloi Agoffa N. E. by E. four Leagues from you, and Caerfola N. E. by N. shews thus. The Island Agofta N. W. by N. five Leagues from you, theweth thus. Lifa N. W. by W. and Agofta N. W. by N. fix Leagues from you, theweth thus. Agofta. Corfiola. Agofta, Corfiola, and Melida, when failing by them, appear as in this and the following Figures. Melida. The letters A A must be joyned together. The letters C C must be joyned together.

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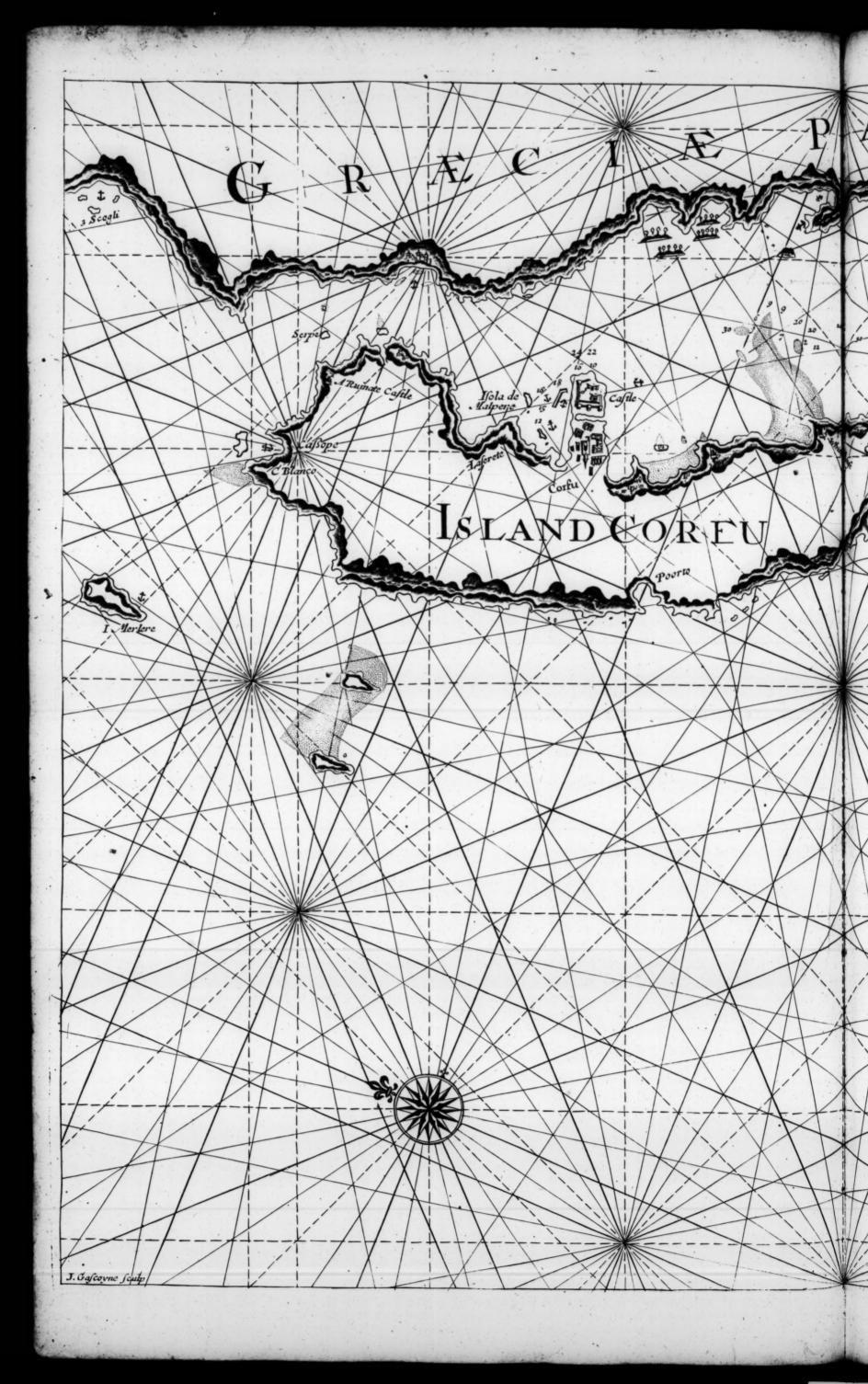


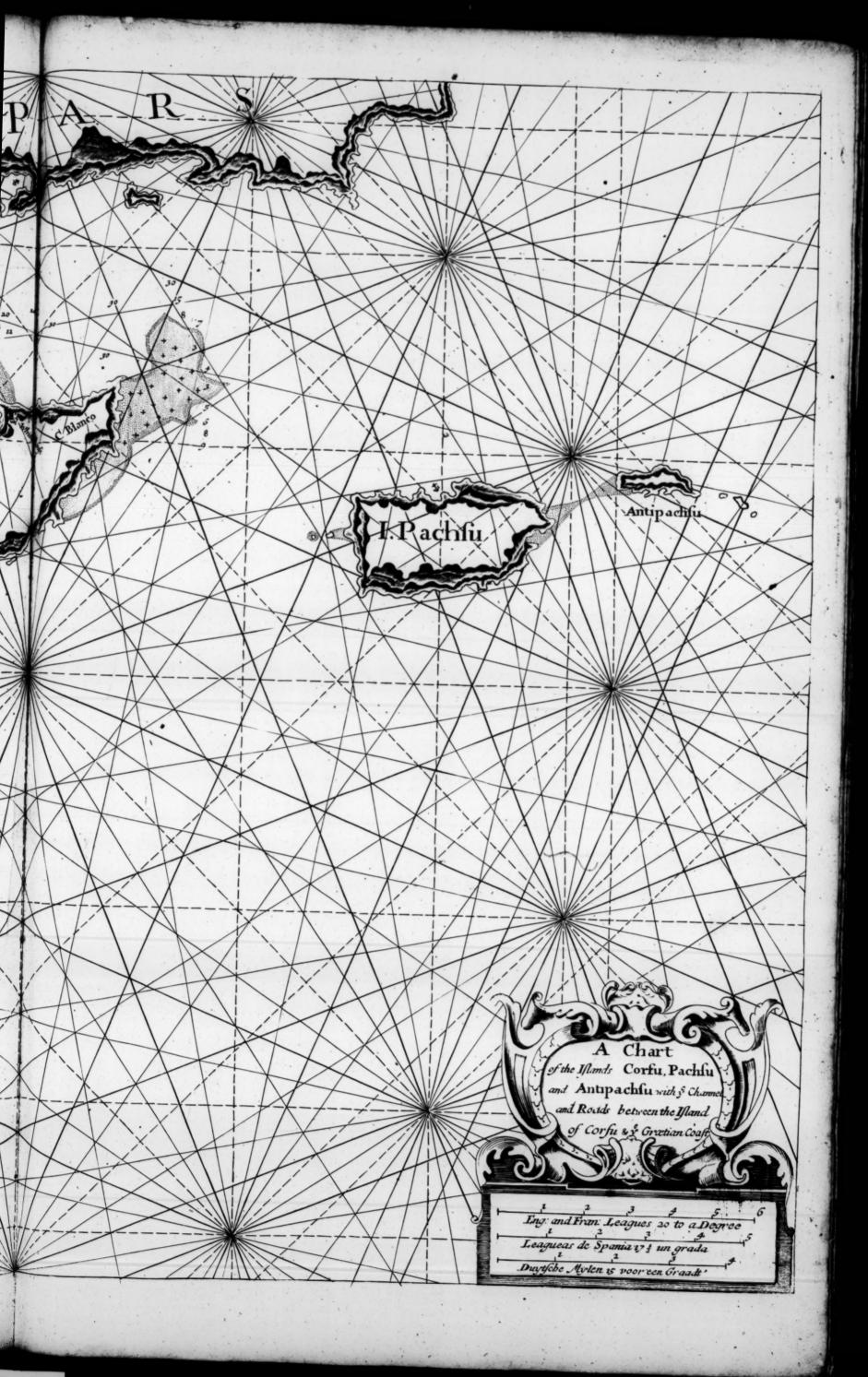


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4.





CHAP. VII.

Containing a Description of the Islands of Corfu, Antipascu, Zephelonia, and Zante, with the West Coast of Morea, until you come to Cape Sapiensa, or the Point of Modon.

He Island Corfu, lies distant from the Island | your Anchorin 15 or 16 fathom Water. Soafina 13 Leagues S. S. E. but the Island Fanu, on the North-end of Gorfu, lies from Soafina South nearest. Between Fanu and Ride. To the Northward of Corfu, lie three Rocks, called Fre-Scogly, behind these Rocks you may also from Gorfu. Ride in ten or twelve fathom Water; also under the North-end of Corfu, you may Ride in the same depth

In the Bay of Casepe, is a good Road, for there you may lie with a moaring on shore, and an Anchor to Seaward, sheltered in all Winds except Northerly.

Those that come in from the Northward, and would go into Goffu, must keep close by the Barbary shore, and at the going in of Corfu, there lie two Rocks, the Westermost which is called Serpe, is the biggest; on both sides of these Rocks there is Water enough, but to the Southward of them there lies a shoal, or ledge, which reaches from Corfu to the Main, which you must shun, and may (if you please) come to an Anchor in the River; but there you have almost 40 fathous water. Just at the entering in of Corfu on the Main, is a very fair Bay and good Road, sheltered in all Winds: From this Bay till you come into Corfu Road, your Course is S. by W. Westerly, your Anchoring at Corfu is to the Northward of the Castle, and over against the Islands Malpere in 15 or 16 fathom water, good Ground.

From the South-end of Corfu, which is called Cape Blanco, reacheth a great shoal, a good way into the Sea; therefore if coming from the Southward, you would go into Corfu, keep close to the Island Pachfu, to the Northermost Point, till it bear S. W. by S. from you, and keep it fo till you see on the main Land (a little to the Southward of Gurfu-Point) a high and round Mountain, that is almost like an Island in appearance, then will you also see an Island lying near the Main, keep these N. E. by N. from you, and fail in to them; on the shoal aforesaid, you shall have ten, eight, and fix fathom Water, but come no nearer, for it's very uneven and cragged Ground, having sometimes ten fathom, the next cast but five; but if you keep the faid Island as before-faid, you shall not touch it: And when you are come within a League of the faid Island, then fail N. W. Westerly, till you come to a round Rock joyning to the Main; the Rock lying abreast of you, then are you near another shoal, lying off the smooth even Point of Land, on which standeth a white House: This is also a very uneven shoal, and you must not therefore trust to Soundings, therefore as before, close to the main Land but if the Wind be scant that you cannot, and are forc'd to fail by this shoal, then come not in less than 12 or 15 fathom Water, for a Ship's having almost 20 fathom Water, ere they could throw the Lead again, were fast. And when you come to the said round Rock, then fail N. W. and N. W. by W. (which is right care and shun this Island. with Gorfu) and coming within the Point, run into

From Fanu to the Island Pachfu, the Course is S. E. Pachfu. by S. 14 or 15 Leagues. From Pachfu, to Cape St. Sidaro, (which is the Westermost Point of Zephelonia, Zephelothe Course is South 20 or 21 Leagues; and from Corfu nia. to Zephelonia, the Course is S. by E. being due West

Zephelonia hath two Havens, one on the S. W. fide; and the other on the N. E: The first and best is called Porto de Arogostoly, and lies a little to the Southward of Cape Sidaro; there lies an Island before this Haven, called Guardia, you may fail on either side thereof, and ride behind it in eight or nine fathom Water; the Island Zephelonia reacheth on the South-Zante fide, East and West. The South-Point of Zante, Road, lies from Cape Sidaro S. E. by S. and S. S. E. and the North-Point of Zante, lies from the South-Point of Zephelonia, S. W. by W. four or five Leagues.

Between Zephelonia and Zante, you may fail without fear. Those that coming from the Northward, and bound for Zante, must fail close by the North-Point, which is a clean Coast; and being past the North-Point, there lies a great Creek, there you may Anchor in 17 or 18 fathom Water, good Ground, and good Road in Westerly Winds. Those that would go into Zante Road, must keep close to the N. E. Point, and being past the Point, sail directly to the City; over the City standeth a Castle, on a high Hill, fail into the Bay till you come before the City, and till you are abreast of the Mould, on which standeth a Church, and anchor abreast of it in what depth of Water you will; there you lie sheltered in all, except N. E. Winds, which blow right in.

About half a League to the Southward of Zante, reacheth a Ledg of Rocks, above a quarter of a League 1edge of from the shore; those that come from the Southward, Rocks. and would go into the Road, must not come nearer them than eight or nine fathom Water.

Between the South and S. E. Points of Zante, is a great Creek, in which lies an Island very high and tharp; you cannot Anchor to the Eastward of it, for betwixt it and the shore it is all foul Ground and Rocky, but to the Westward it's all good Road, and lies shel-tered in all Winds. And by reason here is no Fort nor Castle, the Turks in Galleys and other Vessels, often Anchor here; therefore such as would Ride there, ought to be provided.

Thwart from Zante, Eastward on the Main of Mo-rea, is a Road under a Castle, called Corneso, but the Castle Ground is very foul, and no good Riding; at this place Cornefo, there is much Currens loaden.

From the S. E. Point of Zan lies the Island Straffodia, a low Island almost even with Straffodia; the Water: it is round about, but especially on the North-side very foul; there standeth a Church on it, but you must be close to the Island before you can see it; in the Night and dark Weather, you must have a

From Straffodia, to the Point of Modon, or Cape the Bay between Malpere and the Castle, and let fall Sapiensa, it's S. E. by S. ti Leagues; to the South

Scrpe.

Sapiensa, ward of it lies the Island Sapiensa, and a little to the Eastward off of the aforesaid Point, lies an ancient renowned City, called Modon, and three Leagues to the Northward of the Point, lies the City Sparika,

Sparika. the Northward of the Foundation of the Bay three Islands, you must go to the Southward of them

Five Leagues to the Northward of Point Modon, lies the Illand Prodono, between it and the Main is good Road, in 17 or 18 fathom Water, especially with East and Westerly Winds; you must Anchot about the middle of the Island, for both within as well as without, it's very deep. The Coast to the Northward towards Zante, is a fair Coast, but deep Water all along.

Those that would go into the Haven of Navarina, coming from the Northward, must sail close by the fliore near Prodono, leaving the Castles one on the Starboard, the other on the Larboard side, and Anchor behind the Castle on the Starboard side.

Four mile or more, Eastward of Cape Sapiensa, lies the City Modon, excellent and noted for the great Trade and Merchandize thereof; there you lie in a fair fandy Bay before the City, and have good Anchor-Ground and fafe Riding.

Courses from one Place to another.

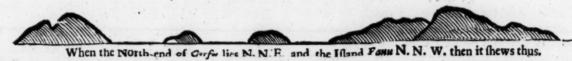
From Paro to Fanu, N. W. by N. 16 leagues From Fanu to Cape Otranto, W. N. W. 12 leagues From Fanu to Cape Maria, W. by S. 13 leagues From Paro to Cape Sidaro, (the Westermost Point of Zephelonia) South, 20 leagues From Cape Sidaro, to the South-end of Zante, S.by E. and S. S. E. 19 leagues From the South-Point of Zephelonia, to the Northermost Point of Zante, S. W. by W. 4 or 5 leagues From the East-point of Zante, to the Island Straffo-7 leagues dia, South, From the East-Point of Zante, to Prodono, S. S. E. 13 leagues

From the East-Point of Zante, to the Island Sapienfa, S. S. E. Southerly, 19 leagues From Straffedia, to Cape Sapiensa, S. E. by S. 11 or 12 leagues

From Cape Sidaro, to Cape St. Maria, N.W. 42 leag. From Cape Sidaro, to Cape Gollomne, W. by N! 32 leagues

From Cape Sidaro to Paffaro in Sicily, W.S.W.12 leag. From Zante to Cape Passaro, W. by S. 92 leagues 101 leagues From Sapiensa; to Cape Passaro, West,

How these Lands appear at Sea.



Corfu N. E. thews thus.

Thus looks Corfu, when Pachfo lies S. E. nine Leagues from you.

Thus sheweth Corfu, when the Islands to the Northward of it lie N. E. seven Leagues off.



Pachfo, and Antipachfo, thew thus when Pachfo lies N. by W. four Leagues from you, and the Land then above it are very high Mountains, which you may see over Antipachso. St. Marco. The Main Land.

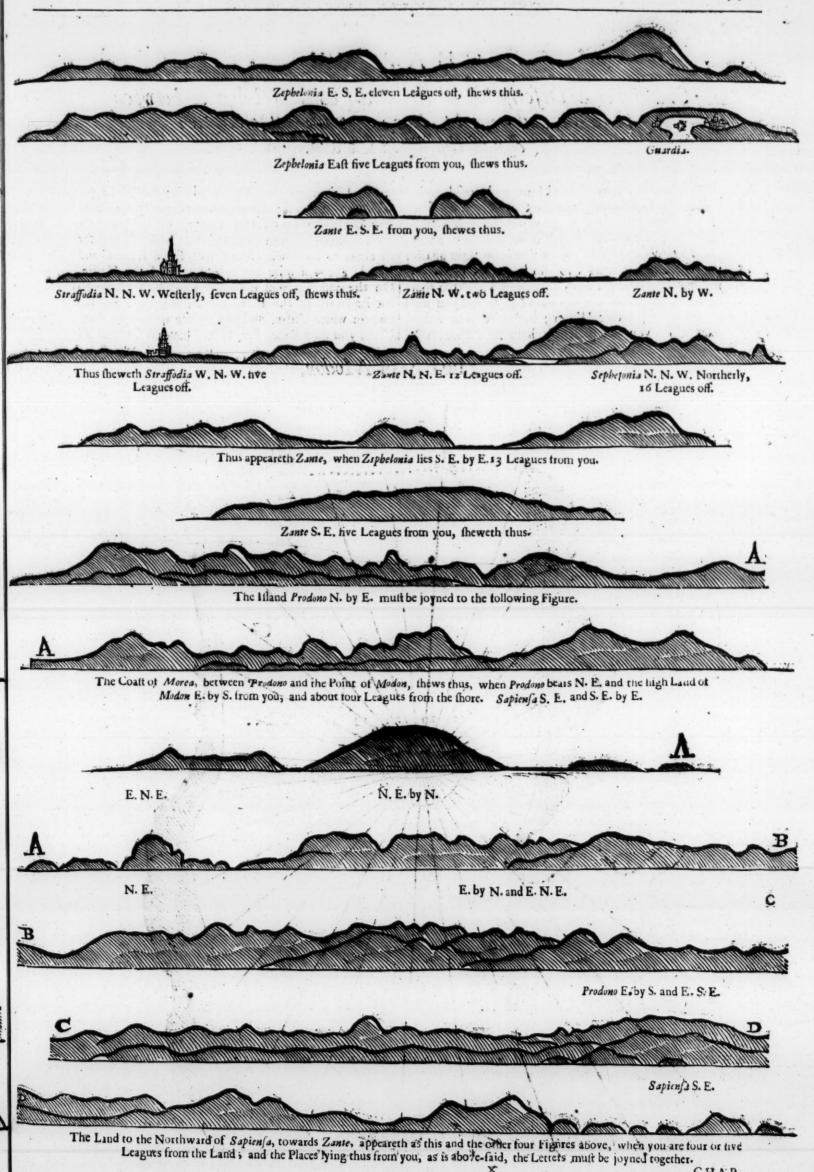
The next two belong to this, the Crosses must be joyned together.



A Haven. Zepbelonia Eaft.

When the North-end of Marco lies E. N. E. from you, then it (with the Main Land over it) appears thus, and as in the two foregoing Figures. The Island Marco lies a little to the Northward of Zephelonia.

Zepbelonia



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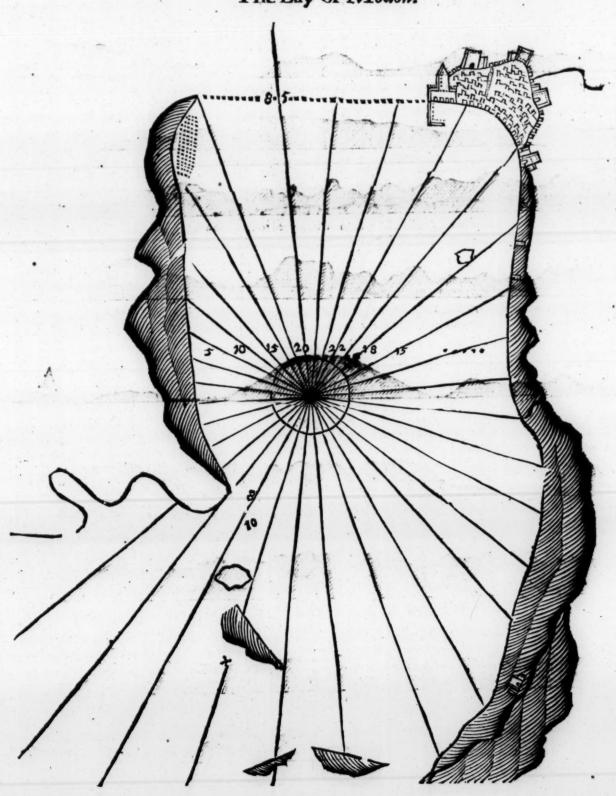
CHAP. VIII.

Containing a Description of the Sea-Coasts of Morea, between Modon and Cape St. Angelo, with a Description also of the Island Candia.

nel over to Sapiensa side, then you will have some two or three Casts, five fathom Water, and you shall

Nd if you are bound into, and would go between Sapiensa and the Castle, you will have middle, you will find about seven or eight fathom Waof the Castle, and then you shill have 20,15, good distance between you and the Castle. And for and 10 fathom water; and when you come right against to come to an Anchor, you shall see a level round the Castle, borrowing two third parts of the ChanIsland, above a mile to the Eastward of the Castle. On the East-side you must run about half a mile to the Eastward of the Island, where then you will see see the Rocks under Water; but there is no fear or certain white Clifts, and against the middle of these danger, for you will presently have ten fathom Wa-Clifts you must Ride, for you will have no Ground till

The Bay of Modon.



you come there, and the deepest Water from side to the high Mountains, or hilly Land, to the Northward side is 22 fathom, that is between Sapiensa and the Main. But your best Riding is on Sapiensa side, you will have very clear Ground, and good Anchor-hold, from 15 fathom on the Easter-fide, to five fathom, which is close aboard the shore of Sapiensa; or if you will, you may Ride with a Hasor a-shore, and your

Anchor in 15 or 16 fathom Water.

Alfo you will see a white Path run downward from the top of the highest Mountain of the Island, to the Water-side; you may Ride right against that, or else to the Eastward of it: and if you Ride in 19 or 20 fathom, then the Castle will bear N. W. by N. and the Point of Sapiensa W. N. W. two miles off; the white Clifts will bear N. E. the Easter Point of Sapiensa S. E. by S. and Veneteca S.E. by E. Alfo if you will, you may come or go be-Caurera, tween any of the Islands. Between Caurera and Sapiensa, lieth a small flat Island, between which and Sapiensa, is the going in and out, having no Ground for for the space of a mile, and within two Cables length of Camera also there is more than 20 fathom; that is at the Easter end; and on the S. E. end of Caurera, lieth a small Rock, by the swelling of the Water. And about a mile from the shore, between Caurera and Veneteca, it's about two Leagues broad, and a good going out. Also between Cape Gaybeo and Veneteca, you may go, if you are bound for Goron, it is three quarters of a mile broad; also a little to the Southward of Veneteca, lieth a Rock or two, and those Rocks and the Castle of Coron, do bear N. W. by N. and S. E. by S. three or four Leagues distant.
You may also Ride at the Doint of Sapiensa, but

not above half a Cables length from the thore, you will have eight fathom Water. Also on the Easterend of the Island is a fmall Harbour, where you may Ride in all Weathers: The Draught of the Bay is here

Over against Modon lie three Islands, Sapiensa, Canrera, and Veneteca, and to the Eastward of these Iflands lie a parcel of Rocks, some under and some above Water. Between Sapiensa and Caurera, lieth a little Island.

N. E. by N. about four Leagues from Venetera, lies the City Coron, to the Northward of a Point that lies three Leagues from Modon; it is a great City, and in

failing by, you see many Steeples.

S. E. by E. about feven Leagues from Goron, lieth a place called Vitelo; the Road there is not good, but foul Ground, and the nearer the shore the worse, you commonly ride there in 17, 18, or 20 fathom Water. There are no Castles nor Forts thereabouts, therefore those that Ride there, must be sure to keep good watching, lest your Rigging and Ropes be cut by the Inhabitants of the place, who are very Thieves: At this place are great store of Akor-shells, which are carried to Italy and Venice, to dress Leather withal.

About five Leagues to the Southward of Vitelo, lies Cape Matapan, lying from the Island Sapiensa, E.S.E.

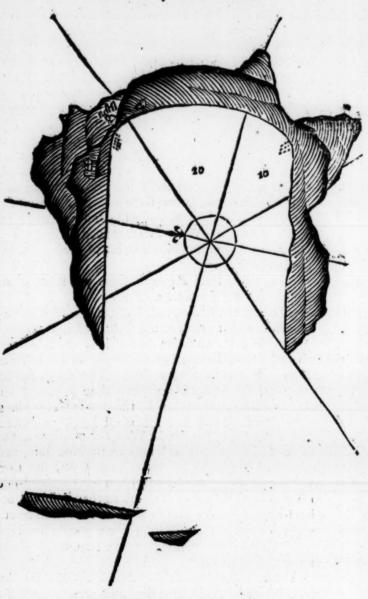
Metapan. and S. E. by E. 13 or 14 Leagues.

Cape Matapan is a sharp Point of Land, and on neither fide is any conveniency to Anchor, being very deep; about four Leagues to the Northward of the Cape, on the East-side, is a convenient Bay where you Villages, which will Rob and Steal from each other. may Ride; and to the Westward of the Cape, lies a On the Larboard side is Vitela, which most times hath Rock, about half a League from the Land.

The Cape is reasonable high Land, and two Leagues Northerly it is very low, and to the Westward of that low Land, it is again very Hilly and high, that when you come from the Westward, the Cape seems to be an Island; being five or fix Leagues to the Westward, you cannot fee the Low land that lies between

of the Cape; that oftentimes getting fight of Cape Matapan, some are deceived, taking it for Serigo.

The Bay of Vitelo.



This is the Draught of the Bay of Vitelo, lying two or three Leagues within Cape Matapan, which is a fquare Head-Land, and red Clift: And to go from this place coming from the Westward, if you steer from Veneteca East, you go directly, and withal you shall see on the North-side of the Bay, 3 or 4 round Homocks on high, and then another on the fide of a Mountain, towards the Southward; these you leave on your Larboard side, going in: then shall you see in the middle of this Bay, a high round Hill, bearing East from you; also then you shall see the Bay open and run in, for there is no fear; you will have no Soundings, till you are shot a quarter of the way into the Bay: The Bay is two miles in length, and a mile broad clean Ground, you may ride in eight or ten fathom Water, with a Fast ashore.

The People of this place are without Government, and not to be trusted. There are many Towns and Wars with the other fide, who are all Greeks. This place is a reasonable Bay to Ride in, the Land for the most part is High, Mountainous, and barren Land, and

appeareth as in in the Draught afore.

To the Eastward of Cape Matapan, towards Cape St: Angelo; the Land falleth into a great Bay, and about three Leagues to the Northward of the Cape, is

Vitelo.

a good Haven for Ships that are bound to the Eastward. This Haven may be known by an old ruined Castle, that lieth a little up on the Land, whose Wall reacheth to the Water-fide. This Castle lieth on the North part of the Haven, therefore fail right with the faid Castle, and keep nearer either to one shore or other, by reason of a Rock lying in the midst of the Haven; but there is Water enough over it; and coming past the said Rock, Anchor where you please, in 10, 12, or 15 fathom Water: There is good Ground, and shelter in all Winds. This Haven lies W. N. W. from the N. W. Point of Serigo.

Two or three Leagues to the Northward of the Point, lieth another fair Haven, where also you may lie safe in all Winds: this Haven may be known by the red Point lying on the South-fide of the Haven, and on the North-side standeth a Castle. If when you are coming from Sea, or from Serige, you would fail for this Place, you must fail directly with the said red Point, and run between the foresaid red Point and the Castle, as far up as you will, and Anchor in 12, 15, or 16 fathom Water, there is good Ground: This Haven lieth from the North-Point of Strigo, N. W. somewhat Westerly

Pagnana.

In this Bay lieth Pagnana, there you Ride behind an Island; this is a place of Trade.

There lieth also Butgyna, Sicily, and several others, of which we can give you but little Description.

Due North from the faid Point, lieth another Haven, called Ragany, to us known by the name of Rapa. If you defire to fail into this Point, then fet the North-point of Serigo South from you, and fail due North towards the Land; then shall you fee a long! even Point, and on the innermost Land two round Hills; this Point maketh the West-side of the entrance of the Haven, keep that lying over the Mountain, and fo fail till you come close to the even Point, and then fail alongst the same, leaving it on the Larboard-side till you come within it, and fail to the Westward be-hind the faid Point, and come to an Anchor in seven, eight, or nine fathom Water; there you lie sheltered in all Winds, but in this place there cannot lie above three or four Ships.

Three Leagues to the Westward of Cape St. Angelo, lies an Island close to the Land, over against Serigo, called Servy; to the Eastward of that Island, between that and the Main, you may Anchor, but not fail between them, for it is foul and Rocky : Then you shall fee lying on your Starboard-side, a decayed Castle, run close under the same in ten and nine fathom Water; there is good Riding, except in a S. E. Wind, which blows right into the Bay: Between that Island and Cape St. Angelo, is another Bay, where also there

is good Riding.

All along this Coast, from Moden to Cape St. An-Bratfa de gelo, it is called by the Greeks, Bratfa de Meyn.

The Island Serigo, lies from Cape Matapan, S. E. by E. 12 Leagues distant, but the North-point of Serigo and Cape Matapan, bear from each other East and West. You may fail either to the Northward, or Southward, between Serigo and Serigotto, according as you please, yet to the Northward is the best way; for to the Southward between Serigo and Serigotto, lies many Rocks, and to the Northward it is all deep and good Ground.

Serigo, and the Land to the Northward, are high Lands; coming from the Westward, and sailing to the Northward, it seemeth as if the Land were joyned together, and that there were no Passage through, but

coming near you find it otherwise.

The Road On the West and on the North-side of Serigo, is of Serigot- no Road to be had, but only beyond the Point, that to the Northward of Cape St. John; the one lies

is, East from the Point there is a fair Bay, which is very Rocky to look to at the shore-side, as if there were no Road, yet notwithstanding the Ground is fair and good. If you defire to Anchor there, bring the East-point of the Bay to bear E. by S. and the Southpoint S. W. by S. from you, there you will have about 25 fathom good Ground; there you lie well in East, N. W. and S. W. Winds, but in South, and S. E. Winds, it's a bad Road, for it blows right into the Bay; you may also Anchor nearer in 16, 18, and 20 fathom Water. In this Bay lies a great Castle, well provided with Ordnance, upon a steep high Mountain, the Castle standing close by the Water-side belonging to Venetia; those that Ride there, are not in fear of Free-booters.

S. S. W. a League to Seaward from the S. W. Point of Serigo, lies a small Island, or great Rock, called L'Ovo, which in English is an Egg. . Those The Island that coming from the West, and would fail to the South- L'Ovo, ward of Serigo, or to the foresaid Bay, must fail between the aforesaid Island and the Point, and close thereunto, till you gain fight of the Castle, which stands in the Bay.

From this Bay to the South-point of Serigo, the Course is East, about three Leagues, and about three Leagues to Seaward S. E. or S. E. by S. from this South point, lie two great Rocks, a League from each other, and the nearest of them lies about two Leagues from the shore. Those Rocks are good Marks for fuch as coming out of the Sea, are bound for that Road, for it lies Westward from Serigo.

N. N. E. three or four Leagues beyond the Eastpoint of Serigo, lie two or three Islands near each other, and are called the Drogoneers, under these al- Dragoto there is very good Road; you may lie between the neers, two great Islands, but under that next the Northermost is the best lying and Ground, in 22 fathom Water. You may Ride with a Fast on the Northermost end thereof, and an Anchor to Seaward. Under this Island is good Riding, for such as desire to sail Eastward. The Venetians commonly ride there when they are bound for Constantinople, or the Islands in the Archipelago; you may sail out or in, to or from these Islands, with any Wind,

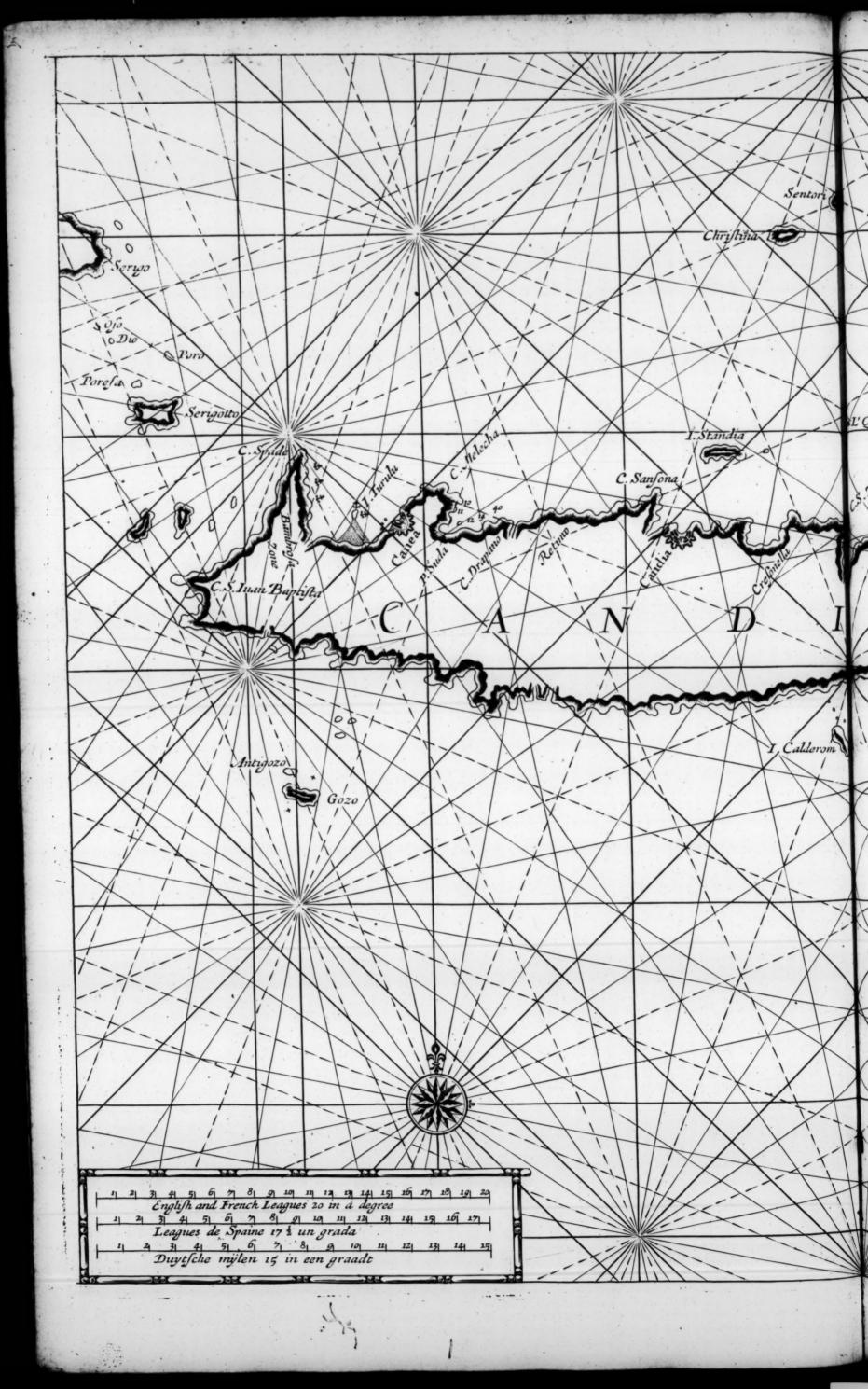
Due South from the aforesaid Islands, there is also a good Haven, where you may lie sheltered in an Easterly Wind, but the place is not very wide; there lieth commonly Venetian Galleys, when they come about these parts. The place hath little Fortification belonging thereunto; in this Haven is good lying, but a bad place to get out with a S. E. Wind, for that blows right in.

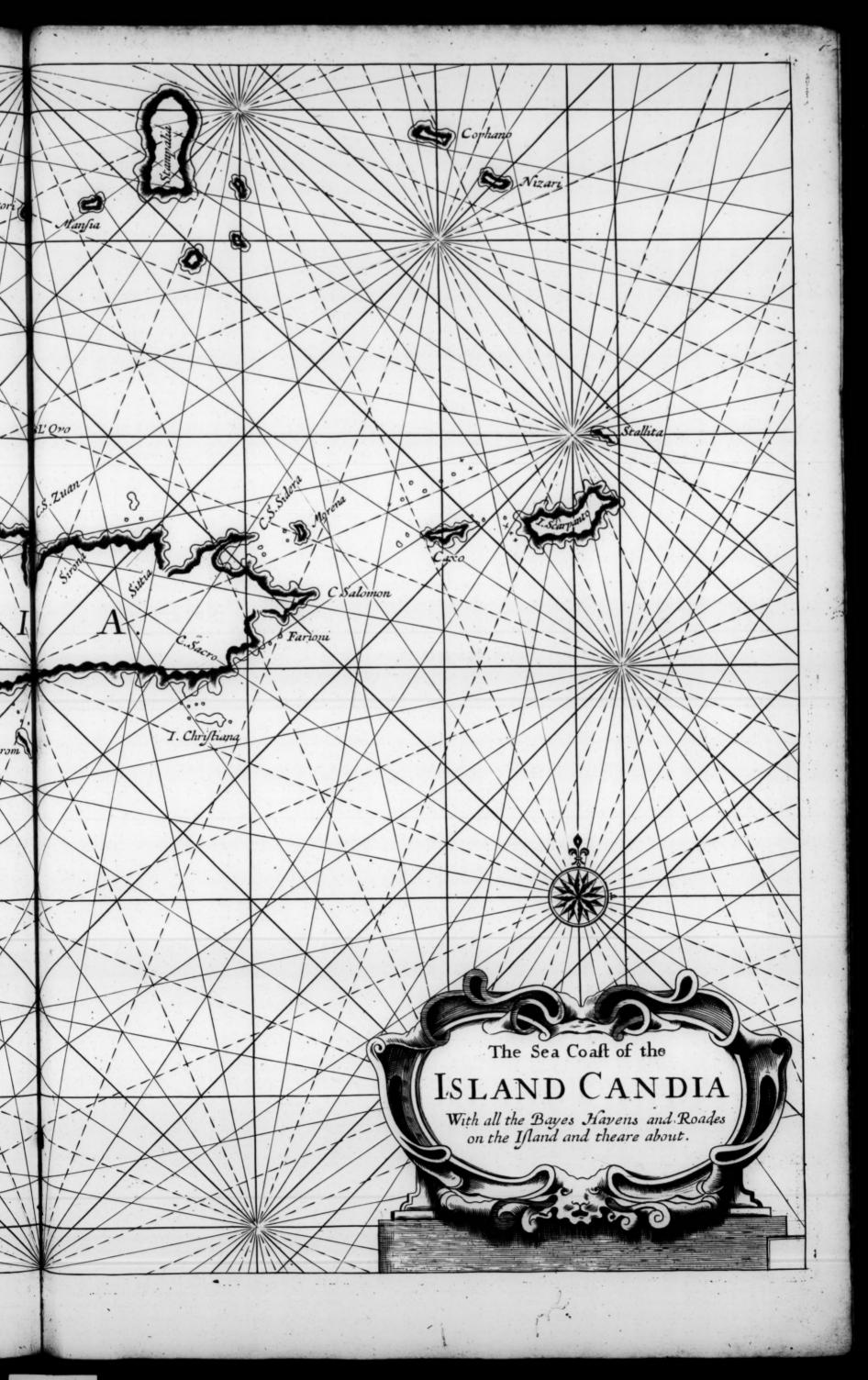
From the East-side of Serigo, to Cape St. Angela, the Course is N. E. distant seven Leagues,

The Island Serigo, lieth in the Latitude of 36 deg, 20 min,

A Description of the Island Candia.

The Westermost Point of the Island Candia, called Cape St. John Baptista, lies from Cape Passaro in Sicily, E. by S. distant 140 Leagues, or near there-abouts, This Cape St. John is low Land, there lying near it two or three great Rocks, but to the Eastward of the Cape there is very good Land. At the Westermost Point somewhat towards the South, there also lie other two Rocks, there the Land lieth along N.N.W. four or five Leagues, but to the Northward of Cape St. Fehn, the Land lieth along N, N, E. and N. E. by N. 4 or Care 5 Leagues, till you are past the three Islands, that lie St. John.





three Leagues from the Island of Candia towards Serigo, and from thence you may see the Island Serigotto bearing North, seven or eight Leagues from you.

When you sail by the aforesaid Islands, you may fee Cape Spade, bearing N. E. from you. Cape Spade is a high Point of Land; and Eastward from it about seven Leagues, the Land appeareth in a great Cape; and at the East-end lieth a high steep Point, called Mallecha.

Cape

City

Canea,

Turula.

Cape Mellecha.

Suda.

Rock.

Retimo.

Spade.

Upon the West-end of Candia, groweth great store of Cyprus, more than on the Islands Turula, or Theodore; there is good Riding, and good Anchor-ground, and fresh Water to be had at several places.

Between Cape Mallecha, and Cape Spade, lies the City Ganca, in a deep Bay which reacheth in S. E.

About a League W. by S. from Canea, lies the Island Turula, on which standeth two Castles; on the S. E. side of that Island, there is a good Road, but you must sail to the Eastward of the Island to go thereinto: For on the South-fide there is a ledg of Rocks, reaching from the Main to the Island, infomuch that you cannot fail to the Southward: You must Anchor close under the Island, for there it is very clean, that you may lie with your Ships-fide close to the Island.

When you lie in the Road, the East-point of the Island lies N. E. and the East part of the Island Candia E. N. E. from you.

A little to the Westward of Canea, are certain The Haven of Canea is convenient for none but Ships of a small draught of Water; there you lie, near the shore, the Ground not being very clean.

Cape Mallecha is a high steep Land, and may be very well known.

On the East-side of the Cape, lies the Haven Suda, a very fair Haven, within which liet a Rock, and upon it standeth a Castle, near which you must Ride in 12 or 14 fathom, and but a little way off you will have 30 or 40 fathom, and at some places foul ground;

therefore you must Anchore there : for if you fail past the Rock, there is 50 and 60 fathom Water, and the ground round about this Rock is clean and good.

Five or fix Leagues to the Eastward of the place, lies the City Retimo, about two Leagues to the Eastward of Cape Mellecha, lieth Gandia; the Haven is almost like to that of Ganea, for Ships of a small draught of Water: And two Leagues to the Bastward of the Town, lies an Island called Standia: this Island may be seen when you are just past Suda. At Standia you have convenient Havens, the Westermost is the worst; there stands a Tower on the West-point, but the two Eastermost are very good Havens: There you lie with a Fast ashore: and about Musquet-shot to the Eastward of the Island Standia lies a Rock very high above Water; a little N. W. of the City Candia, lies a Point of Land called Friskyn. When the second Snow-Hill lies, S. by W. from you, then steer away S.S.E. till that the Island Standia lies E.by S. from you, then you get that which lieth behind Point Friskyn in fight, which before you could not fee; then Point Friskyn lies N. W. and N. W. by W. from you then you are in the Road before Candia. Just before the City of Candia lies a high Mountain, which is Mont Ida. easie to be known, and is called Monte Ida, called by some Moses Temple; when you bring that to bear S. S. W. from you, or when you fail from Standia to this Mountain, youwill be just before the City, where you may Anchor in 20 or 15 fathom Water, and then the Point of Friskyn lies N. W. the Island Standia From Coron to Vettelo, S. E. by E. N. E. the City Candia S, W. and the outer-

East from you; there is good Anchoring and good

Ground, and from thence you may see into the Haven.

The Haven of Candia is not very wide, and the entrance thereof is very narrow; coming from the Road towards the Haven you will not have above three fathom Water, and in the very entrance not above 14 foot. On the N. W. side of the Haven standeth a Cafile, and at the S. E. side lieth a Mold. Now those that would Ride within the Mold, must sail nearest to that fide on which the Mold is built, and leave the N. W. side on which the Castle standeth, for on the other fide is the most Water; and as soon as you are come within the Mold, you must Luff up round, and come to an Anchor close under the same, Riding with two Fasts ashore on the Mold, and two Anchors out a-Stern, toward the City.

The City Candia, and the Island Millo, lie distant Millo.

N. W. and S. E. 21 Leagues.

If you would fail from Candia Eastward, then fail from the Island Candia, or the Island Standia, due East, and you will come right on the Island Scarpanto, Scarpanto. and to the Westward of it lies the Island Caxo. If Caxo. you would go between them, keep nearest to the Island Caxo, for near Scarpanto lies certain sunken Rocks, which you ought to beware of; they may be discerned by a ripling and breach of the Water on them. The Channel reacheth in S. E. and N. W. But West of Caxo, which is between Caxo and Cape Solomon, the Cape Sol place is wide and large to fail through.

The Eastermost Point of Candia, which is Cape Solomon, is a reasonable high steep Point, with an

Island close by the same.

Five or fix Leagues to the Eastward of this Cape at the South-end of Candia, lie two Islands called Christiana; you may fail between those Islands, and Christiana the Land of Candia.

Islands, lie other two mands, called Galdereno; and a little farther Westerly about 11 Leagues, lies the Islands Cabra, they lie close to the Land,

Due East from Cabra lies a fair Bay, in which is a Cabra good Road; there lieth another also to the Westward, which likewise is a good Road: From thence West feven or eight Leagues, lies the Island Goso, and ano-Goso. ther low Island to the Westward of it, called Antigoso. Antigoso.

Goso is high at the West-end, and at the North-side is a fair fandy Bay, and good Road; there is good fresh Water to be had: and at the S. W. Point of Gofo, not far from the Land, lies a Rock under Water.

Goso, and Cape St. John, (being the Westermost Point of Gandia) lie distant N. W. and S. E. seven Leagues from each other.

Those that came from Cape Passaro in Sicily, and would go to the Southward of Candia, they must fail E. by S. somewhat Southerly, otherwise they will not fall to the Southward of Gandia.

The South end of Candia, is towards the West-end very high Land, most-times covered with Snow, and reacheth about half way the Island, and from thence Eastward it is low, and shows at a great distance to be Hills, Islands, or broken Land.

The Courles and Distances from one Place to another.

From Sapiensa to Cape Matapan, the Course is E. by S. and S. E. by E. 13 or 14 leagues From Venetia to Goron, N. E. by N. 4 leagues 7 leagues From Vettelo, to Cape Matapan, S. by E. leagues most part of Candia to the Eastward, will then bear From Cape Matapan, to the North-end of Serigo, E. 12 leagues From

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From Cape Matapan, to the S. W. end of Serigo, E. 13 leagues S. E. and S. E. by E. From Cape Matapan, to the Island L'Ovo (lying to the Southward of the S. W. Point of Serigo) S.E. 4 or 5 leagues From the South-point of Serigo, to the Dragoneers, 2 leagues From the Dragoneers, to Cape St. Angelo, N. E. 7 leag. From the North-point of Serigo, to Cape St. Angelo, 7 leagues Serigo, and the Dragoneers, lie distant N. by W. and 9 or 10 leagues S. by E. From Serigotto, to Cape St. Angelo, North, 14 leagues From Cape Matapan to Serigotto, S. E. and S. E. by 20 or 21 leagues From Cape St. John, to Cape Paffaro in Sicily, W. 146 leagues From Cape St. John, to the Island Sapiensa, N.

41 or 42 leagues From Cape St. John, to Cape Matapan, N. W. and 41 or 42 leagues N. W. by W. From Cape Spade, to Cape St. Angelo, N. by W. From Cape Spade to Millo, N. N. E. and N. E. by N. 2 I leagues From the City Gandia to Millo, N. N. W. 21 leagues 7 or 8 leagues From Cape St. John to Goso, S. E. From Gofo to the Island Malta, W. by N. somewhat Westerly, 154 leagues From Goso to Alexandria, S. E. by E. somewhat Southerly, 134 leagues From Cape Solomon (being the East-end of Candia) to Cape Baffa, (which is the West-end of Cyprus) E. S. E. a little Easterly, 90 leagues From the East-end of Scarpanto, to the S. E. Point of of Rhodes, N. E. by E. 16 or 17 leagues

Here followeth the Description and Making of these Lands, with their appearance coming out of the Sea.

The high Land of Modon. Cape Sapiensa. When Cape Sapiensa beareth E. N. E. and N. E. by E. 18 Leagues from you, then it appeareth thus: The high Land of Modon 21 Leagues from you, to the Eastward of the same. Thus appeareth Cape Sapiensa, bearing N E by F 1600 15 I com you, with Fastward of it 18 I ragues from you: That is the high Land of Modon. The high Land of Modon. Within this Point lies the City Coron. The Island Venteco. 1 ne Illand Sapienfa. Thus appears the Mand Sapienfa. Caurera, and Venteco, with the high Land of Modon, near to it N. E. by E. five Leagues from you. The high Land of Modon. Behind this Point lies Coron. Cape Sapiensa North, and N. by E. Caurera. Venteco. This Island lieth between Coron and Caps Marapan, and belongern to the foregoing, and the following Figures. When Sapienjo and Caurers bear North, and N. by E. and Cape Matapan East from you, then they with the Land between them appear thus, as in this and the two foregoing Figures. W. by N. 14 Leagues from you. from your it the weth thus : the Rock to the Wettward of the fame, lies a little patt it N. W. and N. W. by W. VV. and the outer-

When Cape Matapan bears S. E. by S. frem you, it appeareth thus,

will then bear

Caurera.

Caurera N. by W.

Behind this Point lies Coron.



The two following Figures belong to this, the Letters A A and BB must be joyned together.



This belongs to the foregoing.

Cape Matapan.



When Caurera bears N. by W. 10 or 11 Leagues from you, and Cape Marapan E. by N. and E. N. E. about seven Leagues from you, then these and the Land between them, appear as in this and the two foregoing Figures.

This is the Creek.

This appeareth like to a little Island, but from above you may fee more Land to the Westward towards Sapiensa, joyned to it

To the Eastward of this long Mountain, the Land appeareth in a great Creek. The two tollowing Figures belong to this, and must be joyned together by their Marks.

This Land against, or under the high Land, is Cape Matapan.

When this high sharp Mountain bears N. N. E. six or seven Leagues from you, then Cape Matapan bears N. E. from you, being over against the high Land, like to an Island, and coming near to the Land, the West-point from the firm Land, being a steep Point like that of Torbay in England, but as high as the Land called Dead-Mans-Head. From this Land lies Rock to Seaward, and when you sail towards the Channel, between Cape St. Angelo, and Serigo, you must run so that this Rock may come to lie a great way without the said steep Point.

This Point above being distant from you as aforesaid, then the outermost Point will bear E. N. E. six or seven Leagues from you; you may see the

Land reaching yet farther towards Cape St. Angelo. The Channel between Cape St. Angelo and Serigo, bears then East from you, and the South-point of Serigo E. by S. and E. S. E. about 11 or 12 Leagues. This Land of Matapan, is known by a Mountain to the Northward of the Cape; it is very high, uneven, and hilly Land. That high sharp Mountain you may see as well on the North, or East side of the Cape, and also to the Wellward of it. And in the beginning of the Year, it is for the most part covered with Snow, and in appearance almost like to the Mountain of Candia, which both Winter and Summer, is covered with Snow.

Cape Matapan N. W.

The high Land covered with Snow.



When Cape Matapan bears N. W. from you, and the high sharp Mountain on the Eatt-fide to the Northward of it bearing N. N. W. then it appeareth thus.

North.

N. by E. 10 or 11 Leagues.

This feems to be a Paffage.

When you are between Cape Marapan and a spenia, then the Land Tower them the week as in the Figures above, and following: That is, when the high Land of Marapan bears N. E. Itom you, and the found Hill North, feeming to be separated from the other Land.

To the Westward of this, in clear Weather from the Top-mass. Head, you may see more Hills. Over against the Land where the Crosses stand, seems to be another Island, joyned to the same. To the Eastward of this and N. E. from you, seems to be an entrance, or River, which as you sail to the North-ward, grows wider and wider.

This steep Mountain is covered with Snow.



This Land belongeth to that above, the letters & must be joyned together.

This Land belongeth to the two fore-going Figures, the letters B B must be joyned together. The steep Point to the Northward of the Cap: Marapan, bears then E. by N. and E. N. E. 7 or 8 Leagues from you, the outermost part of the Cape East, and E. by N. from you, seems to be an Island; then the Island Serigo may be seen to the Southward of it, and Cape St. Angelo E. by S. trom you.

Y 2

Makings of Land on the Coasts of

The Land of Matapan.

Cape St. Angelo.

This Land belongs to the following Figure, the letters A A must be joyned together.

The Channel between Serigo, and Cape St. Angelo East, and E. by N.

The Island Serigo.

E. by S. and E. S. E.

L'Ovo.

Thus appeareth the Land in the Bay between Cape Matapan, Cape St. Angelo, and the Island Serigo, when the Channel between Cape St. Angelo and Serigo, lies East. and E. by N. and Cape St. Angelo E. by N. about 11 Leagues from you; when the Northermost Point of Serigotto bears E. by N. from you, then seems the Channel to the Northward, to be that in; for then the Point and Cape St. Angelo, are shut in one within another, but failing near it, it opens it self again.



Thus appeare the Land at the Haven Rapani, when the ven Point to the wettward of the Haven bears N. by W. from you, with the two round Hills a little upon the Land, under which the Land at the Cross lieth, which is the entrance of the Haven, behind the even Point of Land aforesaid.

The Land reaching to Cape St. Angelo.

The North-end of Serigo.

The Landson

When the North-end of Serigo bears N. E. and N. E. by E. the South-end E. N. E. and E. by N. from you, then it appeareth as in this above and the next following Figure, then the aforesaid North-end of Serigo reacheth past the other Point where the Crofs standeth, which is the Channel to fail to Cape St. Angelo.

The South-end of Serigo N. E. by N.

Ifland L'Ove E. by N.

This is part of the Land of Serigo, and belongeth to the foregoing.

This is the Land to the Westward of Cape St. Angelo, and belongeth to the Figure following.

Cape Angelo.

Ifland L'Ovo.

Thus appeareth the Channel betwixt Serigo and Cape St. singelo, when the North-point of Serigo bears Eatt, and the Southpoint S. E. by E. from you, Cape St. Angelo then bears East, and E. by N. from you, with the Land to the Westward of the same, like as in the foregoing Figures.

Ifland L'Ovo.

Thus appeareth the Island Serigo, when the North-point bears N. E. and the South-point East, and E. by N. from you.

When the South-end of Serigo bears E. by N. from you, then appeareth Serigo thus.

Thus appeareth the Island Serigo, when it bears N. N. E. 10 or 11 Leagues off.

Rock.

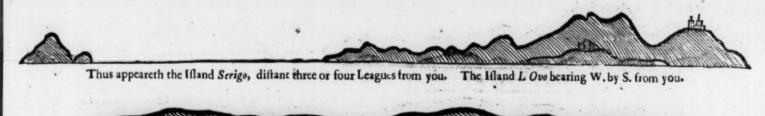


Serigo bearing Eatt four Leagues from you, appeareth thus.

Rock.

I hus appeareth Serige, when it bears N N. E. five Leagues from you.

Thus



Thus appeareth the Island Serigotto, when it bears E. N. E. eight or nine Leagues from you.



Thus appeareth Serigotto, when it bears S. E. by E. eight or nine Leagues from you.



Thus appeareth the Island Serigotto, when the Islands Pora, and Porofa, bear S. E. from you.

Thus appeareth the Island Scrigotto, when it bears N. E. seven or eight Leagues from you.

The Island Firm North Surjects N. F. by N. See

The Island Firma North, and N.by E.from you.

Serigotto N. E. by N. five Leagues off. Serigotto East seven Leagues from you, appeareth thus.

Thus sheweth the East-end of Candia, coming from the Eastward, when the South-point bears W. by N. and the North-point, W. from you, then you see another Island without the North-point, which bears in. w. by 12 and 12 all in from you.

This Land is part of the Island Candia, and belongeth to the foregoing Figure.

Thus appeareth the Eatt-end of Candia, when it bears E. by S. 15 or 16 Leagues from you.

When Cape Spade beareth E. N. E. trom you, it appeareth thus.

Goso de Candia E. N. E. tour Leagues from you, sheweth thus.

Thus appeareth Cape Spade, when it bears S. by W. tix or feven Leagues from you.

This is the Wettermost Cape on the North-side of Candia.

Thus appeareth the Island. Cario, Eatt of the City Candia, coming to the Southward of it.



The Westermost Snow Hill on the North-side of Candia, appeareth thus, bearing S. W. by W. three Leagues from you, and then you are before Suda; for which place sail S. W. and you shall come right upon it. The Haven reacheth in West, and W. by S.

The Land about the City Candia, both to the Eastward and Westward of the same, shews it self as in these two following Figures, the Crosses must be joyned together.

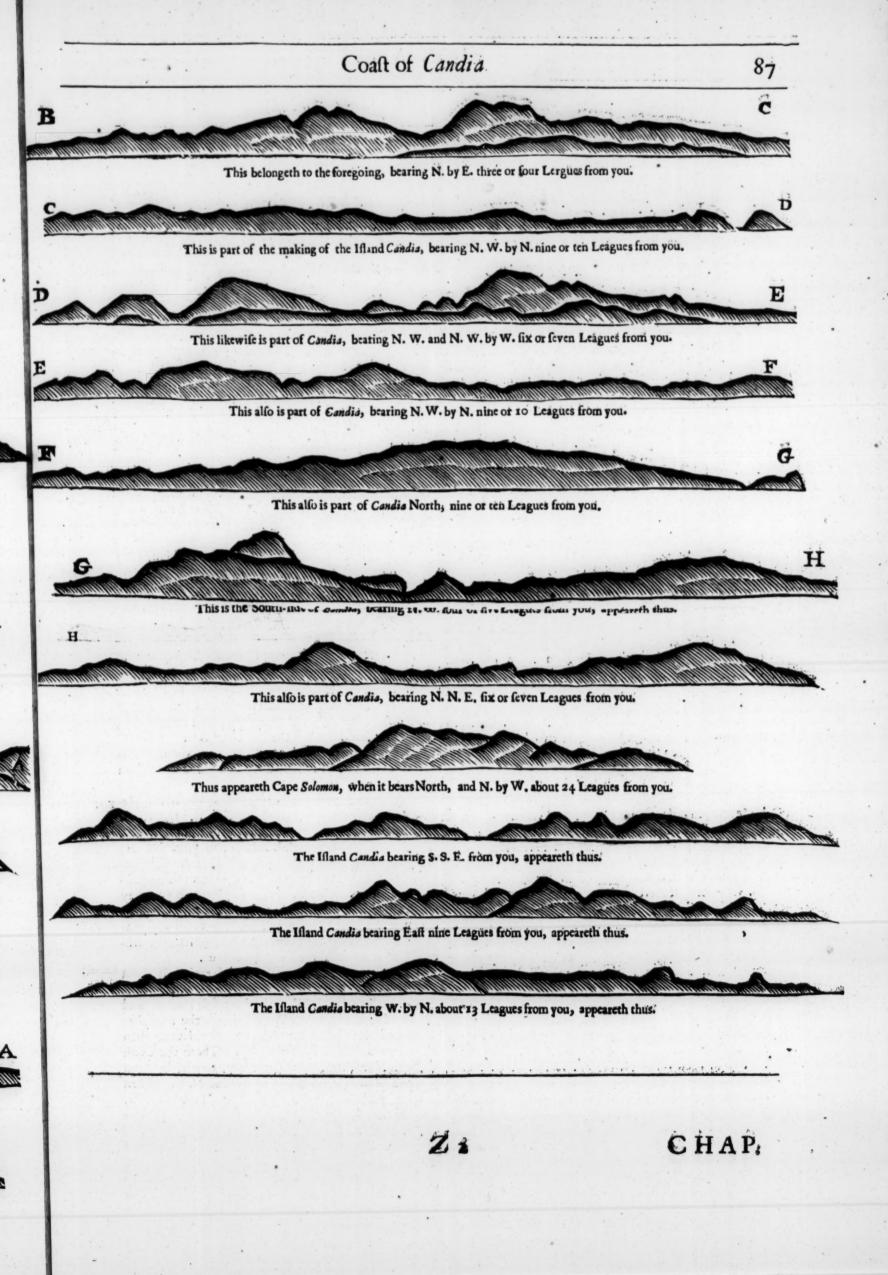
Makings of Land on the

Monte Ida. The Land to the Eastward of Monte Ida, S. E. by S. Monte Ida, bearing S. by E. fix or feven Leagues from you, which lies West of the City Candia. fix or seven Leagues from you. Point Friskin West of Candia. Monte St. Paulo. Monte Jove. The Point of Friskin, and St. Paul's Mountain bearing South, about five Leagues from you. Monte Fove bearing S. by E. fix or feven Leagues from you. When the East-end of Candia bears S. E. nine or ten Leagues from you, it appeareth thus-When Cape St. John beareth North nine or ten Leagues from you, it appeareth thus. Thus appeareth the Land between Cape St. John and Gofo, when Cape St. John bears North, and the Point where Gofo lieth, beareth N. E. from you. This belongs to the foregoing Figure, the letters A A must be joyned together. Cape Collomne bearing E. N. E. nine Leagues from you, appeareth thus, seeming to be an Island. The South-side of Candia appeareth as in this and the following Figure. Gofo bearing N. E. by N. 13 Leagues from you, appeareth thus. MAN HILL Gofo N. W. four Leagues off, fheweth thus. Goso N. by W. eight Leagues off, sheweth thus. Gofo N. E. by N. three Leagues off, sheweth thus. The nine following Figures describe the South-side of Candia, and must be joyned together, by the Letters agreeing thereunto. Antigoso. Goso. The West-point of Candia. Thus appeareth the West-end of Candia, when the Islands Goso, and Antigoso, bear N. E. and N. E. by N. three or four Leagues from you, then are you about leven or eight Leagues from Candia, and the Westermost part of Candia 11 or 12 Leagues from you. B

This is the S. E. fide of Candia, bearing N. W. by N. nine or ten Leagues from you.

This

В



CHAP. IX.

Being a Description of the Passage through the Sea Archipelagus, and the Islands lying therein: And also the Description of the Islands Schyro, Schopello, Siatta, and the rest thereabouts, with the North Coast of Negro Ponte, and how to Sail into the Gulf of Volo, and Zetoeni.

Hose that would fail through Archipelagus, or the Islands of Greece, either towards the Strait of Constantinople, Metylene, Sio, Smyrna, or any other Quarters, and coming from the Westward from Cape St. Angelo, may fail through several Channels, and take their way between divers Islands, according to the Place they are bound for, or according as the Wind serveth; but amongst them all there are two, the chiefest and the best. The first, which by the Venetians is most used, reacheth between the Islands Z.a, and Macroniss, and from thence between Adria, and Negro Ponte. This is convenient for such as defire to fail to Constantinople, or Metylene, Eastward, or towards Schyro, Schopello, Salomechi, the Gulf of Volo, or towards Zetoeni Westward.

The other way reacheth through the Islands, Serfo, and Sifanto, and then through Tino, and Micono; for fuch as would fail towards Sio, Smyrna, or other

places thereabouts.

Three Leagues pan the Point, to the Northward of Cape St. Angelo, lies a great Castle belonging to the Macronifi. Turks; right off from the same, at good distance (as the Greek Pilots say) there is good Road for those that come from the Westward, and are past Cape St.

> Those that will fail between Zea and Macronisi, must set their Course N. E. and N. E. by N. and then will you come right between these two Islands. The Channel between them is about three Leagues broad, that if it be not Misty, you may plainly see over from

fide to fide.

In this passage between Cape St. Angelo and Zea, lie several Islands, to wit, Caravi, or Maracarvi, Terra Polla, or Bella Polla, Falconera, and St. George de Arbora, which fourth is by our English Navigators, cal-

led the Cardinals Hat.

The Island Caravi, lieth from Cape St. Angelo, N. E. a little Easterly, about eight Leagues distant. This Island Garavi, may rather be faid to be a Rock, for that there is neither Grass nor Tree growing thereon, of a black Colour, and about the bigness of three or four great Ships, but lies higher than a Ship above the Water, and appeareth at a great distance like a Sail.

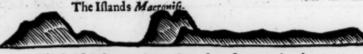
Terra Polla lieth distant from Cape St. Angelo, N. N. W. nine or ten Leagues: It is a round Island, not very great, but high, and appeareth in two high round Hills like two Islands. These two, Caravi, and Terra Polla, bear from each other N. N. W. and S. S. E. about three Leagues, or four at most, when with the aforefaid Course N. E. and N. E. by E. from Cape St. Angelo, you will fail between those two Islands, Terra Polla, and Caravi, leaving Polla on the Larboard fide, and Caravi on the Starboard; they are both clear and fair, so that there is no danger, except you run ashore.

Falconera lies distant from Caravi, E. by N. fix or feven Leagues; there also it is fair and good Ground, but it lies far from this Passage, to the Eastward of it.

St. George de Arbora, or the Cardinals Hat, lies a Cardinals little to the Southward of Cape Collomne, and S. W. St. George by S. from the Island Macronisi; it is high, and an de Arbora, Island easie to be known. At the North-side it is steep, and above hilly, and uneven, it may be known from all the other Islands there-abouts; and is a good Mark, whereby to know the Channel between the Island Zea Zea: and Macronisi: Coming from Cape St. Angelo, you Macronisi. leave it on your Larboard fide, and fail along close

Those that would come from Cape St. Angelo, or Caravi, and intend by Night to Sail to Macronisi, must first fail close by the Island St. George, and may easily know it : For Macronisi, is a low Island; there lying at the South-end thereof two little Islands, which are high Land, but small, being a-breast of them, they

thus appear.



These Islands are about Gun-shot from each other.

You must fail till these two Islands come to be shut in within the Point, on which the white Church standeth; one of these Islands comes to be shut in behind it, before you come open of the Haven of Zea.

Macronisi reacheth along N. N. E. somewhat Easterly, and S. S. W. Westerly, lying due East from

Cape Collomne.

The Island Zea, is much higher than the Island Ma-Zea? cronisi, and to the Southward thereof, lies the Island Fermino; coming from the Southward from Cape St. Fermin Angelo, and Zea bearing N. N. E. from you, it feemeth to be very little and high: but Fermino being abreast of you, is very long, and a little from the Northend thereof is a great Valley, and then also you may fee the Island Jura, through the midst of the Channel Jura between Zea and Fermino: This is a small and reafonable high Island, and bears E.by S. from the Northend of Zea, about three Leagues distant.

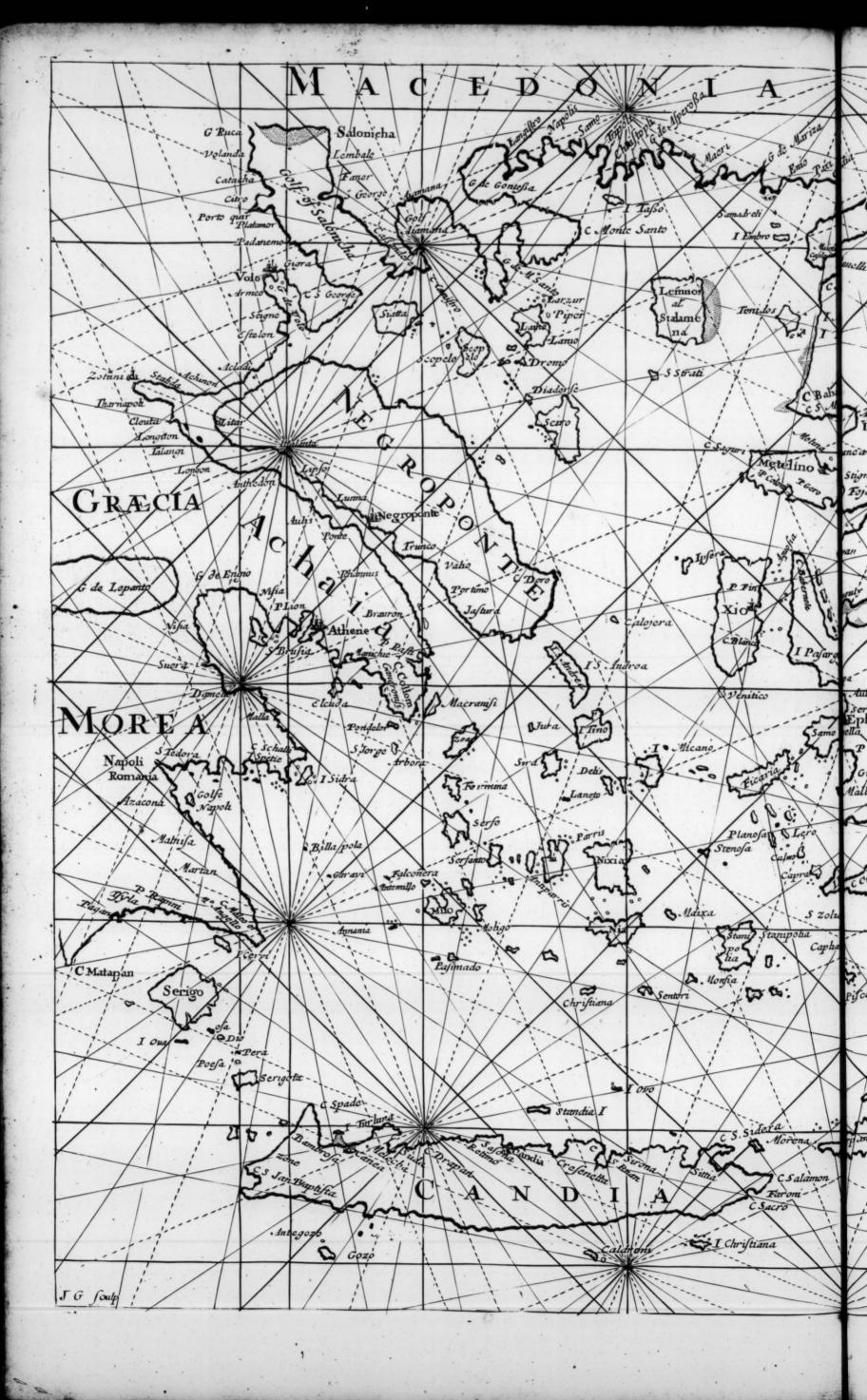
This Channel between Zea and Fermino, is about Channel of Zea.

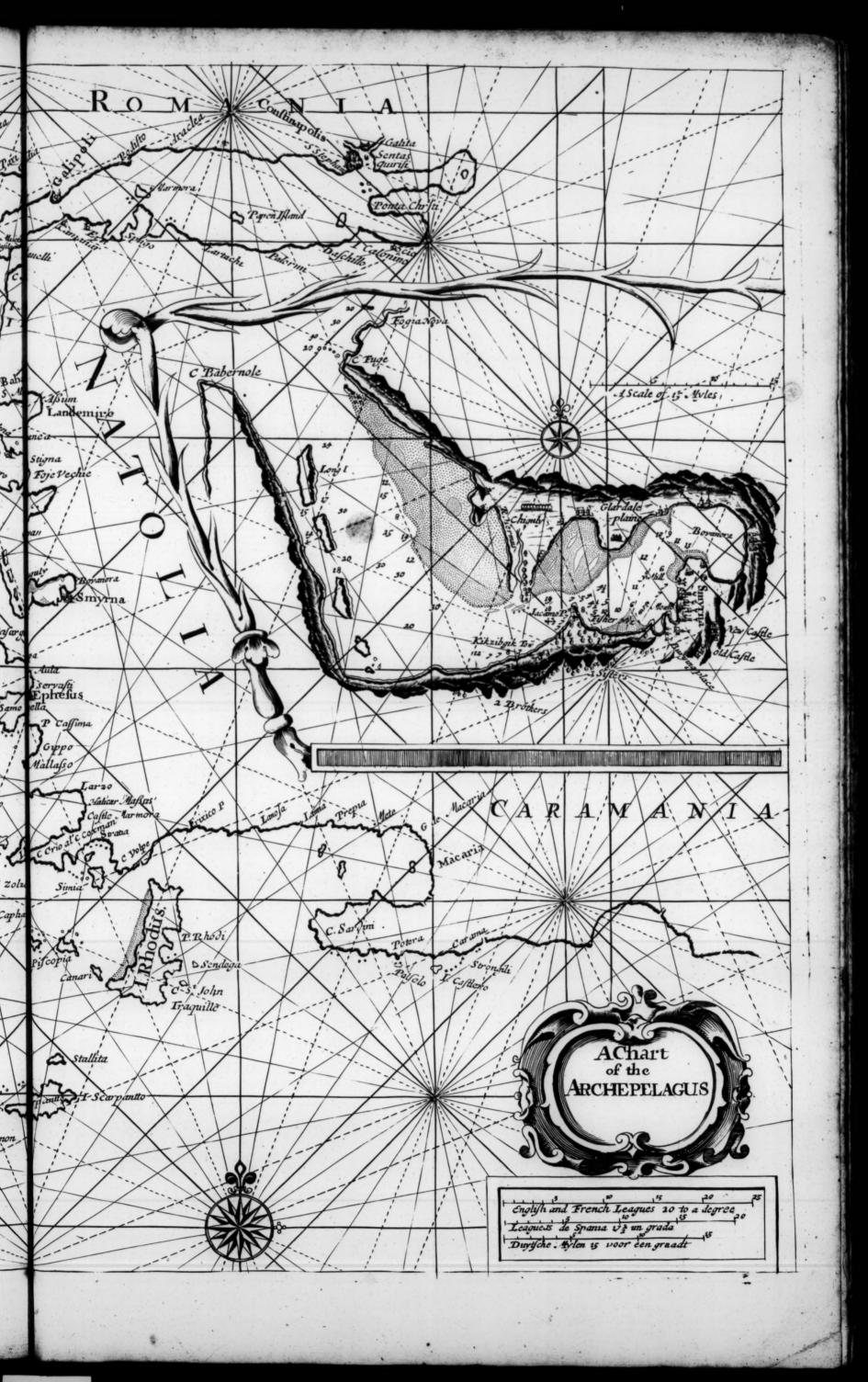
two Leagues broad.

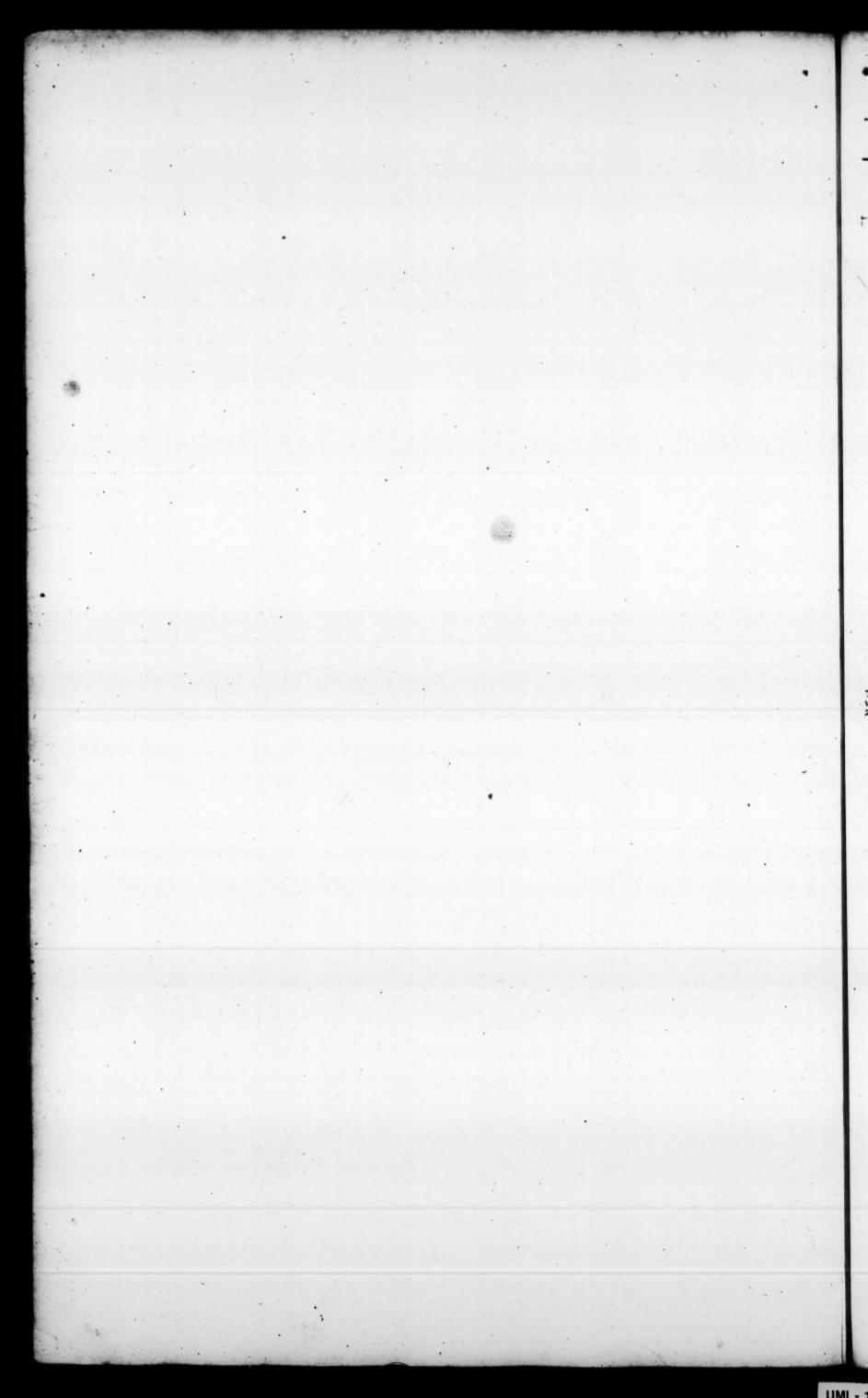
Zea hath at the N. W. fide of it a fair Haven, and the Mand reacheth on the West-side, for the most part South and North, till you come near the Haven, then St. George is W. S. W. from you. There the Coast reacheth North towards Negro Ponte, to wit, between Zea and Macronisi, it's N. E. by N. and N. E. When you are past the Point about the Haven of Z-a, then are the aforesaid Islands out of fight, except Macronisi, and St. George (or Cardinals Hat) that lies been distant from this Haven W.S. W. about five Leagues, and then Negro Ponte may be seen seven or eight Leagues to the Northward, being a long steep Point: And coming near to the Haven of Zea, then the North-end of Micronisi lies on the Broad-side; to the North, Westerly of this Haven, the Land falls

Channel

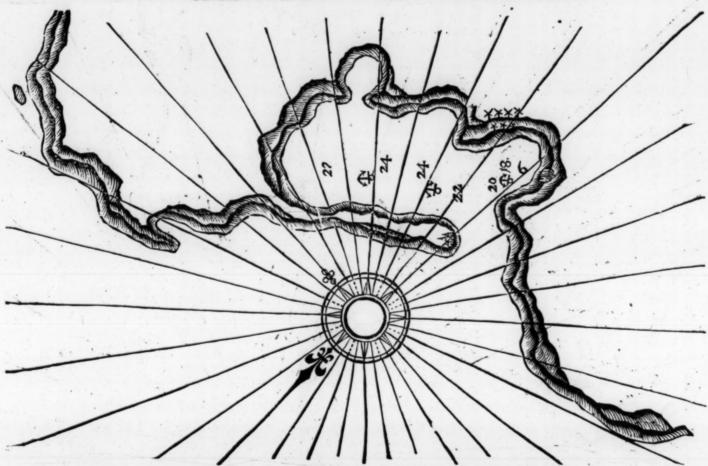
Caravi.







This is the Figure of the Haven in the Island Zea.



into a great Bay, betwixt Gneer, and the Island Ne-

The Ha-

ven of

To know the Haven of Zea, as you come from the Westward, and sail alongst Zea, you will see a round Mountain, on which standeth a Church, or great House; having got fight of it, then sail close by the Land, till you see the Haven, otherwise perhaps you may run past the Haven before you see it, because it's very narrow. On the North-side of the Haven standeth a white Church, which is a very good Sea-mark. On the high Land standeth seven Mills, which when you get fight of, then fail on till you bring them to bear S. E. by E. from you, and so sail right with them, and you will foon get fight of the foresaid white Church, standing upon a low point of Land. The South part of the Haven reacheth S. E. by E. fail alongst the same, bringing the foresaid white Church to bear North from you. Coming between the two Points of the Haven, you must with a Westerly Wind Luff up close by the said North-point, if you would Anchor at the North-fide of the Bay. Being within, it reachesh N. E. and S. W. and in mid-Channel it is 22 or 24 fathom deep. Those that are sailing to the Southward (the better to sail out again) must Anchor at the N. E. side; but those that are bound to the Northward, may only make fast with a Hasor ashore on the S. W. Point of the Bay, and an Anchor to Seaward; a Cables length from the shore, you will have about 15 or 16 fathom Water: Within the Bay, on ven of Zea, you lie sheltered in all Winds.

The Island Macronisi hath a good Haven, and the going in is betwixt the Island and the Main: You must fail through near Cape Collomne, and there are fome places where you may Anchor, and lie sheltered in Easterly and Northerly Winds; but from the N. E. end of Macronisi lie some Rocks, which you m ist have a care of. Coming to the Northward of Due West of this Haven, lies a little Island, under Macroniss, you must sail N. W. till you are past the which you may Ride sheltered in all Winds; and be-

Point, and not far from thence in a Bay, lies a fair Haven, called Porto Raphti. At the South-fide of this Haven, lies a round Rock in fashion of a Loaf, and just in the middle of the Haven, lies a small Island ; there you may fail on both fides, 'and is large and deep enough. Upon the faid Island

standeth a great Marble Image, and appeareth as in this Figure. Just past this lies another little

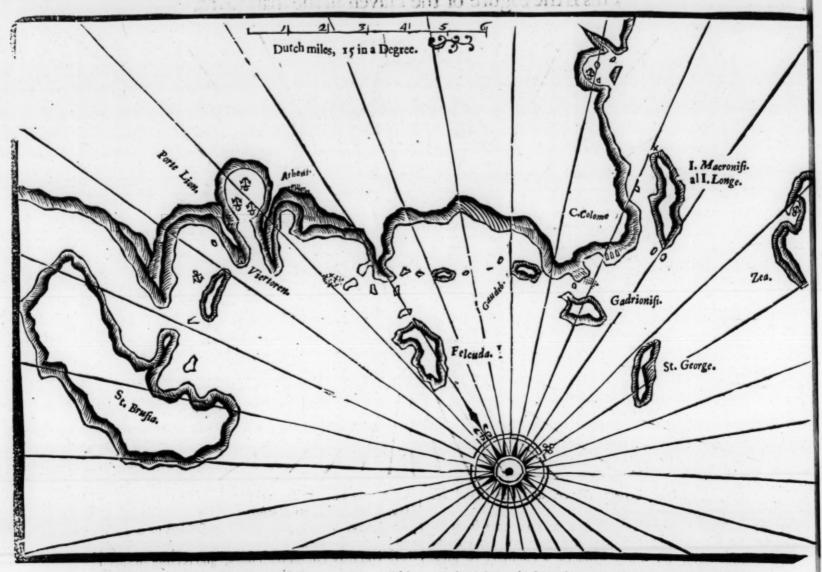
Island, upon which also there standeth an Image, and coming farther you may fee another little low Island; it is fair and clean Ground round about the same, about which you may also sail, and behind it Anchor where you please; there is fix,' seven, or eight fathom Water, good foft Ground.

The Haven of Porto Raphti, lieth from the Northend of Zea, N. W. seven or eight Leagues, and from the Channel between Negro Ponte and Andria, W. by S. 11 or 12 Leagues; it is one of the best and most commodious Havens of all that are to be found in the Archipelagus to sail into in distress of Weather.

To the Southward of Cape Collomne N. Westward, The Hawithin the Gulf of Engia, lies the Haven of Athens, Athens. called Porto Lion; about three Leagues Eastward of this Haven standeth a Castle on a high Mountain, by which it is easily known. Just within the Haven of Porto Lion, standeth the Image of a Lion made of white Marble-stone, and very large, a wonderful piece of work to behold, from which this Haven deriveth its the S. W. side, standeth also a Church. In this Ha- Name. Here stood the renowned City of Athens, (the Mother of Arts and Sciences in those parts) of which there now remains nothing, fave only a ruined heap of Stones. This Haven reacheth in N.N.E. in the Mouth it is narrow, but being in, it is large and wide, having room enough for 500 fail of ships to lie, where they may Ride in about ten fathom Water, and where you will without danger.

Due West of this Haven, lies a little Island, under

Here followeth the Draught of the Gulf of Engia, or Athenen.



ing just past it, you will have 18 fathom Water. This Island is not Inhabited; but of Fire-wood there is good store to be had.

East from this Haven lieth a great Bay, where also there is a good Haven. Between this Haven and the Island Felcuda, lie very many Rocks, some above, some under, and some even with the Water. Island Felcuda, lieth from Cape Gollomne about four Leagues; betwixt the Cape and the Island Gadrio-nisa, you may Anchorin 8, 10, or 12 fathom Water, fair and good Ground; and at the Point of the Cape also is another small Haven, before which lies a little Island, and on the top of the Cape stand ten or twelve great high Collomns, made of white Marble, from which the Cape takes its name; heretofore (as by the Ruins may be seen) stood a sumptuous Building.

From the Island (or from the Channel) of Zea, to the North-end of Andria, the Course is N. E. by E. 10 or 11 Leagues, the Channel betwixt Andria and Negro Ponte, about a League broad. The Venetians that would fail for Constantinople, Smirna, or Sio, most commonly fail through the fame. At the S. E. end of Andria, between Andria and Tino, is likewise a Channel which is about two Leagues broad. towards the North-end of Jura E. by S. and from thence steer away East, and E. by S. towards the Channel. Coming thus from Zea, you can see no Inlets, but a firm Land, but with the foresaid Course near near Tino lies a great Rock under Water, but not far These Islands Falconera, Caravi, Milo, and Antimilo. Antimilo. Antimilo. from the Land.

Being through this Channel, if you would fail for Sio, the Course from thence to the South-end thereof, is E. by N. 13 or 14 Leagues.

The S. W. fide of Andria, reacheth from the Channel between Andria and Tino, N. W. by N. and N. N. W. four Leagues, unto three or four little Islands lying off from Andria, and from thence N. N. W.

North, N. N. E. and along the North-end N. E. Under the West-end of Andria, is a Haven or Road, but full of Rocks; and because that from thence you cannot fail when you have a Wind to go through, it is not good to Anchor there, but better go back to Porto Raphti, or to the Haven of Zea; there you lie safe, and convenient for your Passage. From the North-end of Andria to the South-end of Sio, the Course is E. by S. 16 or 17 Leagues, but the Caloyers lie from that foresaid North-end of Andria E. N. E. feven Leagues.

If you would fail from Cape St. Angelo to Sio, or Smyrna, and that between Sorfou and Sifanto, then fet your Course from the Cape with a Southerly (or with a large) Wind E. N. E. fomewhat Northerly, which will carry you between Falconera and Antimilo, and being past Falcanera sail more Northerly; that is, And if with a Southerly Wind you come from Zea, N. E. by E. and that Course will bring you between and would sail through the same, then set your Course Serson and Sisanto, but with a Northerly Wind (that you may not fall below the Channel) it is best from the Cape to fail N. E. by E. between Falconera and Caravi, which Course will carry you between them, about a League to the Southward of Caravi, and a Ju a, the Channel openeth it self, and reacheth E. N. League to the Northward of Falconera: Sail on E. N. E. the best of the Channel is nearest Andria, for E. and you will come full between Serson and Sistanto.

are easie to be known. Coming from the Cape, you first get fight of Millo, which lies from the Cape E.by N. and E. N. E. and is the greatest and highest, and first it shews it self in the form of two great high Hills, the Southermost of the two being the biggest. Antimilo lies from the Cape E. N. E. it is a little round Island, and may be seen 11 or 12 Leagues off, lying on the N. W. side of Milo.

Falconera is the longest of them, and is very uneven and ragged; Caravi is but a small Island, and appear-

eth at Sealike a Sail. At the N. W. side of Milo is a fair Haven, where you may lie sheltered in all Winds; it reacheth in

S. E. and S. E. by S. If coming from the Westward, and you would fail into this Haven, then fail between Milo and Antimilo, till you come before the Mouth of the Haven; the West side of this Haven is a round steep Point, by which you must sail in S. E. and then S. E. by S. till you come to the Eastermost Point within, alongst which you must sail East, and Anchor abreast of the Fishermens Houses that stand on the East-side, there you will have 10 or 12 fathom Water; but you must stand far to the Southward, or the other side, for there is rocky and bad Ground. In this Haven are three feveral good Places to Anchor in, but abreast of the Fifhermens Houses as aforesaid, you may Ride either near, or far from the shore, as you please, being all over clear and good Ground: You may also lie on the West-side, close by the Point at the Mouth of the

over them, only bad ground for your Cables. Without the N. E. Point of the Haven, lies two Rocks, reaching from the Point towards Antimilo: you may fail through between that Point and the Rocks without any danger, but between the Rocks it

Haven, with a Fast on shore, and an Anchor to Seaward; but with a Northerly Wind it is not good ly-

ing there, for there goes a great Sea, and there also lies a Ledg of Rocks under Water, but Water enough

is dangerous: This Island Mile as aforesaid, is easie to be known, by the two great Mountains that lie on the West-side of the Island; and on the East-side also lies a high Mountain, on which there stands a Castle, and Houses. You may also see it far to Seaward, and may be easily known by Antimilo, and Falconera, being two Islands that lie along E. S. E. Also Antimilo lieth close to the Haven of Milo, that as it were it closeth up the Haven, that lying within it, you feem Land-lockt.

At the South-side of Milo, is a fair Sandy Bay, where you lie sheltered in a Northerly Wind, and in an E. S. E. Wind: And not far from the shore, it is 20 and 24 fathom deep, fair fandy Ground: but with Westerly and Southerly Winds, it is bad lying there.

At the N. E. end of Milo, lies the Island Argentera, fometimes called Combolas; between Milo and this Island there is a good Road: If you would Anchor there, run between Milo and Argentera,, then you shall see East of the Point of Milo, a white Church, abreast of which there is good Riding in 13 or 14 fathom Water, and is call'd Argentera Road.

This Island Serfou, hath but one Haven, and lieth of Serfou. at the S. E. end of the Island. If you would go into sail, in regard of the straitness thereof, but some bare fame, and leave it on the Larboard fide, till you come over against the Point, from whence fail West, and come to an Anchor in fix, five, four, or three fathom Water; and abreast of another white Church which lies in a Valley in this Haven, is another good Road for Ships that are bound to the Eastward, but those

that are to go to the Westward, must Anchor on the other fide, that is, the East-side, the better to set fail.

On the Island Sifanto, between the South-point and Sifanto. a small Island which lies there, is another small Haven; if you delire to fail in there coming from the Westward, then run towards the South-point of the Island, and fail by the said Point N. E. and there you will see the foresaid little Island, sail in between it and Sifanto, and Anchor in 12 or 15 fathom Water; then must you carry a Cable ashore to the little Island, by which you Ride with an Anchor to Seaward; there you lie ready to fail to the Eastward.

Being between Serfou and Sifanto, and desiring to fail through between Tino and Micono, fet your Course N. E. by E. and E. N. E. towards the South-end of Sira, and then E. N. E. towards the Channel between Tino and Micono. Just in the passage betwirt the Channel of Serfou and Sisanto, and from Tino and Micono, and S. E. from the midst of the South end of Sira, towards the Island St. Paras, lies a great Rock, Sira: called Lavatto, lying a little way above Water, that by Lavatto. Night, or in dark Weather, you must be careful and shun it, but round about it is clean, and you may sail on both fides of the same; notwithstanding it is best for those that are bound for Serfon Tino, or Miceno, or from Micono towards Serfon, or Sifanto, not to fail to far off from Sira, that they may be fure to shun

At the South-point of Sira, lies also a great Rock, which is three corner'd, at the South-end very steep, and goes floaping towards the North end, like to Portland in England.

The Island Sira hath a Haven at the S. E. end there- The Haof, and there lieth in the Haven three or four little ven of Islands; this Haven lieth due North from the foresaid great Rock, like to a Triangle.

If you defire to fail into this Haven, fail between this Rock and the other Island Gadronisi, which you must leave on your Starboard side, and the great Rock on your Larboard, yet sail nearest to Gadronisi, then you shall see the Town Asprony lying on the high Land; fail right upon the Town, till you come a little within the Haven, and then you must Loss up North, and come to an Anchor in five, eight, or ten fathom Water: This Haven reacheth for the most part N. W. and is a good place to Anchor in being bound to the Eastward, but not so, if bound to the Westward.

To the Northward of Serfon, that is between Fermina and Serfou, you may also, if you will, sail through, then sail E. N. E. between the Island Calipodi, and Serfoupodi, which lies to the Northward.

From thence forward E. by N. to the end of Sira, and being near Sira, and would fail between Tino, and Micono, you must fail E. N. E. but keep nearer to Tino than Micono, in regard of the Dilles, which are Islands lying West from Micono; they are very low, and from them reacheth to Seaward certain Rocks and Shelves, which you must leave on your Starboard side : between Tino and Micono, it is about a League and a half in breadth.

The Island Tino hath no Haven into which you can this Haven, you must know there lieth a Rock at the S. E. Point, sail close by the Land to the Westward, and you will see a white Church, sail tight with the Island, there is a sandy Bay where you may Anchor at 15, 18, or 20 fathom Water, close by the Land; and Northward past this Point, you may Anchor in a S.W. Wind, right off from the Valley. The Castle of the Island lies upon a high Mountain, and is under the Command of the Venetians.

There

Road.

Falconera,

How to

Milo Ha-

The Road

A Descri-

There likewise is a Road behind the N. W. Point of Micono, if you are coming from the Eastward, and desire to Ride there, then sail alongst the North-side of Micono, till you come to the Westermost Point of the Island, then Luff up and fail towards the Village, and Anchor in 15 or 20 fathom Water; there is good Ground, and there you lie sheltered in a North, N. E. East, S. E. South, and S. W. Winds, but a West, W. N. W. and N. W. Winds blows right in: Yet nevertheless, the Italians commonly make use of this place to Winter in.

From Tino and Micono, to the South-end of Sio, or the Rock Vinettico (that lieth by the South-end of Sio)

the Course is E. N. E. 14 Leagues.

How to fail from Cape St. Angelo to Negro Ponte, and also between that and Zea, is already Described. From the Eastermost Point of Negro Ponte, to the Island Schiro, your Course is North 13 Leagues;

Schiro is an Island reasonable high.
Sailing by the S. W. side of Schiro, being about the middle of the Island, you will see a low Valley, which maketh it seem as if the Island were divided; near this Valley is a Haven, there is good Riding in all Winds. At the South-point of the Haven lie two Islands, or great Rocks, of a reddish Colour; this is a Mark

whereby this Haven may be known.

At the North fide of the Haven, lies another long Island somewhat larger, it is even and bare Land: You may fail between this Island and the foresaid red Rocks, on the South-side inward; this is a fair and large Haven. You may likewife fail between that long Island, to wit, alongst the North-shore, but it is very narrow, and yet fix or seven fathom deep: Coming past the Islands, you may Ride on the North-fide of the Haven, but on the South-side it is best lying: therefore as foon as you come within the Islands, you must fail up to the Southward, and Anchor in the Bay on the South-side, in 17 or 18 fathom Water; there you lie with a Fast ashore, and an Anchor to Seaward.

North-Westward from this Haven, is also a good Road to the Westward of the foresaid long Island that lieth before the Haven; and there lie some other Islands, which round about are fair and clean, and

good Anchor-ground.

To the Northward of this, on the West-side of Schiro, are several other Roads, but the foresaid Haven is the best, on the whole Island of Schiro.

To the Southward of this Haven, towards the Southend of Schiro, are other good Roads. For fuch as are defirous to Ride there, the Greek Pilots fay, you

cannot there Ride amiss.

From this Haven, unto the South end of Schoppelo, the Course is N.W. by W. and N. W. about ten Leagues. At the South-end of Schoppelo, the Land lies in a Bay, where you may Ride; and coming to the end of the South-point, you must fail alongst the West-shore to the Northward, and a little past the Point lies the Haven Schoppelo, which is a very good and convenient Haven, it reacheth in E. by S. and E. S. E.; it is good and clean in failing into the fame, but not very wide. Within the Haven at the Southside, is another Point, near which is the best Riding, run in there till you can scarce see the Mouth of the Haven, and there you will have about 18 or 20 fathom Water, riding with a Fast ashore, and an Anthor out in that depth of Water; then you lie so near the Shore, that you cannot see the going out of the Haven: there you lie sheltered in all Winds, but only with a Westerly Wind, it is hard getting out. Therefore it is not a convenient Harbour, by reason you cannot get out with those Winds, which do sometimes that come to load Corn here.

Without to the Northward of this Haven, lie some Islands, under which you may Anchor: Between these Islands, and the Island Schopello, you will have 35, or 36, and 40 fathom Water; that is but a bad Road, North and Southerly Winds blow right in there.

Schopello is a reasonable large Island, high and full Schoppelo. of Trees, on the little Island likewise to the Westward of the same, are abundance of Trees, and to the Eastward of the same lie the Islands Gilgedromo, Diaderfe, and Schafoly. Gilgedromo are three or four I-flands, but nothing near so big as Schopello.

Diaderfe, is a little Island, or great Rock. Schafoly, is a low and poor Island, and lies nearest to Schiro; failing from Schopello with an E. S. E. Course, you cannot fetch the same, but will leave them all on your

Larboard side, or to the Northward of you.

From the Islands on the West-side of Schopello, un- The Island der which you lie when you fail to the Island Schiatta, Schiatta, the Gulf the Course is W.N.W. five Leagues. At the S.E. Point of Volo of Schiatta lie five or fix Islands, and behind these lies and Zea great, wide, and long Bay, and in the middle of this Bay standeth a Castle, or decayed Church; you may Anchor where you will, but on the West-side it is best, there you have most shelter, and eight, ten, or twelve fathom Water. You may with all Winds sail out of that Bay, and betwixt the Islands that lie in the Mouth thereof, between which there is Water through them all.

Therefore it is better lying there than in Schopello, because there the Galleys cannot surprize you, for with all Winds you may get out. To the Westward of this Bay, on the West-side of Schiatta, are more

Roads for fuch as will Anchor thereshouses.

Retween Schopello and Schiatta, lies a ledg of Rocks Rocks. about half way betwixt the Islands, and at some places among them you will not have above five or fix foot Water; they that would fail between the Islands, must be careful to shun them, for there hath been several Ships lost on them.

From the South Coast of Schiatta, unto the Gulf of Volo, the Course is West eight Leagues. This is a large Gulf of about two Leagues wide, reaching in North, somewhat Westerly: At the end of this Gulf lies the City Volo, near which there is good lying, and good Ground. When you fail into this Gulf, a little within there is a Bay on the West-side, in which there lies an Island, you must Ride by that Island which lieth near to Estelion, and from the North-side of this Bay, lieth a fmall Point running off.

From thence N. by W. and N. N. W. about a League, is another Bay; from the South-fide thereof there also reacheth a Shelf, of which you must take good heed; in this Bay is good Anchor-ground, in

20 and 25 fathom Water.

About a League from that Bay lies another, called Murtherers Island, in which you have about nine and ten fathom, and without the Island 25 and 30 fathom

At the East-side of the Gulf, lies the Island Triffere, between this Island and the Main is good Road, at 36 and 40 fathom Water. In the Gulf of Volo, at the deepest you have about 50, and 55 fathom Water, and then 40, 30, and 20 fathom, all over fair and good

Anchor-ground.

E. N. E. abreast of this Bay, lieth another, where ere is also good Road, and good Anchor-ground in about 25 fathom Water; from the South-point of this Bay reacheth also a great shoal, on which you have about 14 and 16 foot Water, and about four Leagues further in, lies the Island Stritser, on the West side of the Gulf, with three other Islands, two bring in Turks Men of War, who make Prize of those to the North, and one to the Southward; between

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Water, and at the coming into the Island, it's about 30 fathom deep.

About South from the West-point of Sciatta, lies an Island close to the Coast of Negro Ponte, behind the fame is good Road in N. E. and Northerly Winds; to wit, between this Island and the Land of Negro Ponte, but from thence Eastward, upon the whole North-Coast of Negro Ponte is no place to Anchor at, but is all hard and bad Ground, and all alongst the the Coast very deep; and also alongst the East-point, or on the South-fide, no where any place to harbour a Ship in diffress of Weather: And therefore those that find this Coast a Lee-shore, and cannot carry sail, must certainly lose their Ship.

From the Gulf of Volo Westward, between Negro Ponte and the Main, reacheth the River, or Passage towards Achinoe; first, W. S. W. Westerly, and then West Northerly, 13 Leagues.

Being about three Leagues up this Passage, you will find a Bank, reaching from Negro Ponte N.N.W. to Seaward, on which is not above three or four foot Water: And about half a League to Seaward N. N. W. lies a sunken Rock, about mid way in the Passage therefore sail nearest to North Lante, betwixt the said Bank and the funken Rock

To the Eastward of this Rock, is another Bay where near the shore-side standeth a ruined Castle, with some few Houses, thereabouts is good Road; and for to fail from thence Westward, you must fail N.W. about half way, and then W. S. W. towards Zetonni,

But from Achinee towards Zetonni, we the und of the Gulf, it is W. N. W. 15 Leagues.

Southward from the West-point of the Gulf, lies two Islands, and three or four Leagues Eastward of Achinoe, lies the City Acladi; and about half way between Zetonni and Achinoe, lies Stalida: All these are little Cities or Towns, and at many places on this Coast, between Achinoe and the Gulf of Volo, is good Anchor-ground and many Bays, where you may Anchor.

Zetonni lies a little within the Land, also Stalida, but Achinoe lies not far from the Water-side: Next to Stalida, lies a bank of Sand, reaching a great way From the South-end of Negro Ponte, to the Northoff, which you must shun, and run over it with your Lead, at four and five fathom; in this Gulf from Acladi, towards Zetonni; from 35 to ten fathom, all From the North-point of Zea, to the Island Fura,

The West-end of Negro Ponte, is very high Land, but there lies a Mountain, reaching above all the rest; due South from this Mountain, upon the outermost part of Negro Ponte, lies a Town which yieldeth good Bisket-bread, for those that have occasion.

The leveral Courles from one Place to another.

II leagues From Cape St. Angele, to the Island Garavi, N. E. 12 leagues by E. and E. N. E. Easterly,

that Island and the Main, is good Road in 26 fathom From Cape St. Angelo to Falconera, N. E. by E. Easterly, From Cape St. Angelo to Antimilo, N. E. 17 or 18

From Cape St. Angelo to Milo, E. by N. and E. N. E.

From Cape St. Angelo to St. George de Arbore, or Gardinals Hat, N. E. by N. Eafterly, 24 or 25 leagues From Cape St. Angelo, to the Channel between Zea and Macronisi, N. E. and N. E. by E. 29 or 30

From Cape St. Angelo, till you come between Serfon and Sifanto, E. N. E. and N. E. by E. 23 or 24

From the Island Caravi to Bella Polo, N.N.W.4 leagues From Caravi to Falconera, E. by N. leagues 7 or 8 leagues Faom Garavi to Annania, S. E. by E. From Caravi to the North-point of Serfou, N. E. by E. Easterly,

From the Island Falconera to Bella Polo, W. by N. and W. N. W. 8 leagues From Ealconera to Milo, E.S. E. 5 leagues From Falconera to Annania, S. E. by S. 4 or 5 leagues From Falconera, to the North-point of Serfou, N. E.

From the Antimile, to Bella Polo, W. N. W. 12 or From Antimile to St. George de Arbore, N. N. W.

15 or 16 leagues From Antimilo, to the North-point of Serfon, N. E.

From Antimilo, to the N. W. Point of Sifanto, N. From Antimile, to the South point of Tire, N. E. by 7 or 8 leagues 21 of 22 leagues

From between Antimilo and Milo, to Annania, is S.W. 5 leagues From Milo to Sira, N. E. 16 leagues

From the East-point of Serfon, to the South-point of Sira, N. E. by E. 10 or 11 leagues From the West-point of Sifanto, the Cardinals Hat N. W. and N. W. by N. 8 or 9 leagues From Zea, to the Channel between Adria and Negro

Ponte, N. E. by N. 10 or it leagues end, is at first N. E. Northerly, then N. E. by N. and to Cape Doro N. E. about

From the South-end of Negro Ponte to Jura, S. by E. 7 or 8 leagues From the Channel between Serfou and Sifanto, to the

South-end of Zea, N.E. by E. and E. N.E. 9 leagues From the South-end of Sira, between Tino and Micono; the Course is E. N. E.

The Rock Lavato, and the City Sira, bear S. E. by S. and N. W. by N.

From Tino and Micono, to the South-end of Sio, E. N. E i 3 leagues From Cape St. Angelo to Bella Polo, N. N. E. 10 or From the North-end of Andrea, to the South-end of 17 leagues Sio, E. by S. From the North-end of Andrea, to the Calorres, N. E.

Here

7 leagues

Here followeth the Description of these Lands, and how they appear at Sea.



Thus appeareth Cape St. Angele, when it bears N. by W. four Leagues from you.



When Cape St. Angelo bears West, about eight Leagues off, it appeareth thus. You can then see no more Land to the Northward of it, but it sheweth lower, and seemeth to fall into a Bay.



Thus appeareth the Island Caravi, bearing N. by E. 6 or 7 Leagues from you.



by Edd demon**T**

Caravi N. N. E. four Leagues off,



Caravi N. W. three Leagues from you, sheweth thus.



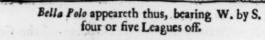
The Island Bella Polo, bearing N. by W. eight or nine Leagues off, sheweth thus.



Bella Polo N. W. by N. feven Leagues off, appeareth thus.



Thus appeareth Bella Polo, bearing N. W. by W. feven or eight Leagues off.





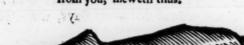
Thus appeareth the Island Falconera, when it bears North from you.



Falconera N. E. by N. eight Leagues from you, sheweth thus.



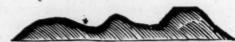
Falconers W. N. W. Northerly about four Leagues from you, sheweth thus.



Falconera S. by W. feven Leagues from you, sheweth thus.



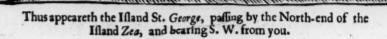
Falconera bearing S. E. by S. about five Leagues from you, sheweth thus.



The Island St. George de Arbora (or Cardinals Hat) bearing N. E. by N. seven Leagues from you, sheweth thus.



The Island St. George, bearing North from you, appeareth thus.





Thus appeareth Annania, lying to the Westward of Milo, and bearing S. E. four Leagues from you.



Thus appeareth Annania, bearing S. by E. four or five Leagues from you,



Dipfi, Eaft.

A Company

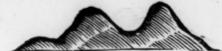
Thus appeareth the two high Mountains of Milo, when they bear E. by N. eight or nine Leagues from you. Dipfi then bears East, and appeareth thus.

The

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Makings of Land in the Sea Archipelagus.

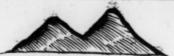
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The Island Milo East, nine or ten Leagues from you, appeareth thus.



Antimile West, five Leagues from you, appeareth thus.



Milo bearing N. by E. II Leagues from you, theweth thus.



Thus appeareth the Island Milo, when the high Mountains bear E. by S. about 11 Leagues from you.



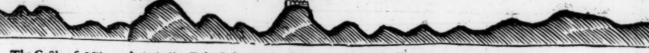
Thus shew the high Mountains of Milo, bearing E. S. E. and Antimilo E. by N. from you.

Argentera.

-

Antimilo.

The Castle of Milo.



The Castle of Milo, and Antimilo, E. by S. from you, then may you see the Island Argentera to the Northward of Antimile, bearing East from you, and appeareth thus.



Argentera S. by E. three Leagues from you, appeareth thus.





Milo.

Antimilo.



Coming between Serfon and Sifanto, then Milo and Antimilo appear in this manner; Milo lies then about S. W. by S. and Antimilo S. W. by W. about five Leagues from you,



Sifanto W. by S. three Leagues from you, appeareth thus, and reacheth N. W. and S. E. four Leagues.



Thus appeareth Antimilo bearing N. E. by E. seven or eight Leagues from you.

Thus appeareth Antimilo, bearing E. N. E. seven Leagues from you.

Animilo appeareth thus, bearing E. S. E. seven or eight Leagues from you.

Serfou.

The Channel E. N. E.

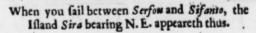
Sifanto.

Thus appeareth the Island Serfon, when you are between Falconera and Antimilo, the South-end bears then N. E. by E. trom you; the North-end of Sifanto E. by N. and the midst of the Channel between the same E. N. E. It is needful to know the Channel between Serfow and Sifanto, for those that desire to sail through this Passage towards Sira, Tino, Micono, and unto Sio, Smyrna, or to Constantinople, then the whole Island of Sifanto appeareth as in the following Figure:

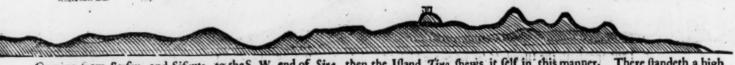
The Island Sifanto East, and E. by N. from you.

Bb 2

When



The Island Tino you may then see to the Southward, bearing N. E. by E. and E. N. E. 13 Leagues off, and sheweth thus like a short Hill.



Coming from Serfon, and Sifanto, to the S. W. end of Sira, then the Island Tino shews it self in this manner. There standeth a high Hill with a Castle upon it, and bears then N. E. from you. The Island that lies from Sira, (and in shape almost like the Island Portland) lies then to the Northward of the foresaid high Hill, which bears N. E. by N. from you. The North, or N. W. Point of the Island Micono, bears then E. by N. and E. N. E. from you, and Micono appeareth then after this manner, and in the following Cut, the Croffes must be joyned together.



When you come from Sio, Micono appeareth thus, bearing S. W. by W. 10 or 11 Leagues from you.

Thus appeareth the Channel between Andrea and Tino, when the North-end bears E. by S. and the South-end E. N. E. from you. This Channel also you may fail through. The Island Tino hath a low Point towards the Channel, and at Andrea also, but it finddenly alters, and appeareth like a little Island, being two or three I and use from its

The Island Jura lies before the Channel, between Tino and Andres, and appeareth thus, bearing S. W. a League from you. The passage between Tino and Andres, bears N. E. by N. and E. N. E. from you, the South-end of Sira S. E. by E. from you: It shows

it self in a long high Hill going from the Point, and in the midst with two or three Hills; the North, or N. E. end, is also a long Hill, but not so high as the S. W. Point; the North-point of Zea and Jura, bears E. by S. and E. S. E. about five Leagues.

Thus appears Andrea, bearing W. by S. 10 or 11 Leagues from you.

CHAP. X.

Describing the Sea-Coasts of Natolia, between Mettelino and Constantinople, and the Gulf thereof, or the Sea of Marmora, with the Islands of Lemnos, Tenidos, Mavera, and the rest thereabouts.

West-point of Mettelino) N. E. seven or chor-ground. eight Leagues. Metseline hath at the North-Bobaborea.

Mettelino; under Cape Bobaborea, is a good Road, in der the Eastermost Hill.

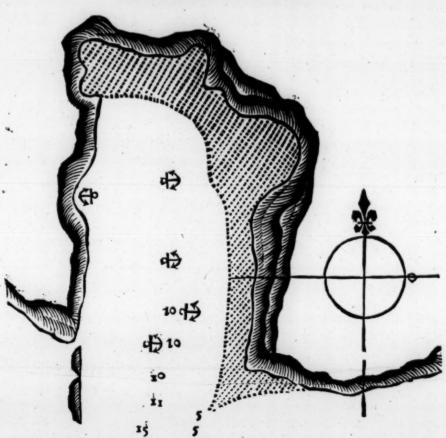
Ape Bobaborea (called by the English Cape | a N. N. E. and E. N. E. Wind; a Gun-shot from the Maria) lieth distant from Cape Saguri (the shore, is 25 and 30 fathom Water, all over good An-

W. by N. from Point Bobaborea, lies the Island St. To fail infide thereof, two long broad Hills, much higher than Strati, and N. W. by W. from the Point, lies Lemnos, to Lemnos. or Stalamena; St. Strati is a small low Mand; Lem-Bobaborea is a high Point, but above even and nos is large, but low Land, except two Hills, which smooth, when this Point bears S. E. and S. E. by E. appear like two Islands. Between these two Hills, four or five Leagues from you, it appeareth like to an on the South-fide of Lemnos, is a fair Road or Haven, Island high at the South-end, and at the North end in all Winds, except S. E. and S. S. E. If you defire even and floaping downward. By the forefaid Marks to fail into this Haven, coming from the Eaft-end of is Bibaborea, and Mettelino, easie to be known, to such Tenidos, with an East or N. E. Wind, take notice of as come from the Northward, and would fail through these two Hills, for with a N. E. Wind, you lie un-

of the Haven of Lemnos, (it is all low and bare Land) aforesaid) there lie two Islands, or Rocks, come fail alongst the same, but you must not come too no nearer the East, than that you may see between near the Land, till you come night he foresaid those two Islands, but keep the said Islands opposite

Coming thus to the Northward, or to the Eastward | is high Land (being the Westermost of the two Hills Haven. At the West-point of the Haven, which against the West-point, that the Passage between the

The Haven of Lemnos.



Islands and the Point may but just be discerned, otherwife you may meet with a certain shoal, that reacheth from the East-point a great way from the Land; you may fee it a great way from the Land, which may be known by the colour of the Water.

The Bank, or Shoal, is very uneven and uncertain, that at one Cast you shall have nine or ten fathom, and the next three or four; but having this Bank abreast of you, or past it, you shall again find ten or twelve fathom. Then you may Luff up into the Bay and Anchor there, that the East-point may bear E.S. E. and the West-point W. by S. or W. S. W. from you; there is ten fathom water, and good Riding.

If in a S. W. Wind you would make Road there, then run close to the West-shore, where you shall find good Riding in S. E. Winds: But if you would fail further into this Haven, you will be careful when you come over against the North-shore, for there it is shallow a great way; as in the Draught may be seen.

The Island St. Stradi, lies distant from this Haven S. W. and S. W. by W. about four Leagues; but the Island Tenidos lies from this place E. by N. eight or nine Leagues.

From the West-end of Metteline, or Cape Sugari to Tenidos, the Course is N. N. E. This Course will bring you between Tenidos and the Main.

But from the Point Bobaborea to Tenidos, it is North, and N. by E. about eight Leagues. You may fail on either side of Tenidos, when bound to Constantinople, either to the Eastward or Westward of the same.

Those that would sail to the Westward of Tenidos, must be careful to shun the two Westermost Points of Tenidos, for they are foul and rocky; the Southermost reaching a Bank from it to Seaward; a good way to

the Eastward it is all white Land, like to that of Dover, It trendeth from the foresaid Point to the Eastermost Point, S. E. Southerly, and N. W. Westerly; all along this Coast at the S. W. side, it is all over good Anchor-ground, and good Road in N. E. and Easter-ly Winds; the S. E. Point is the highest Land of the whole South fide, about one quarter of a mile from the shore, you will have about 20 fathom Water.

When you are just past this South-point, either to the East, or Northward of the same, there is another Gray Point; between these two also they Anchor, and make good Road, and a Gun-shot from the shore, you have ten fathom.

E. S. E. from this Point (that is right over against it on the shore of Natolia) is a low Sandy Point, with A Point fome Sands reaching from the shore, which you must of Sand; shun, and come no nearer than nine fathom, but in the mid-way there is 22, 25, and 30 fathom.

About a League to the Northward, is another Sandy and low Point, reaching from the Natolian fide towards Tenedos, so that the North-point of the Island bears E. by S. from it, and East and West from the little Island Placho, it lies about East by South from the City Tenidos, towards the Natolian fide; between these two Sandy Points, alongst the Natolian Coast, it is shoal Water. Therefore these that are here forc'd to turn to Windward, must be sure to keep their Lead, and fall midway between those two low Points, and not stand nearer than into eight or nine fathom Water, and coming nearest the North-point, you may with Sounding, stand as near the shore as you will, for Musquet-shot off you will have five fathom Water; and you may fail between them, till of the two is a low white Point, and foul withal, there | the Castle lies abreast of you! The best of the Channel is 16 or 17 fathom Water, good Ground.

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The Venetian and Turkish Ships, Anchor commonly in the midst at 14 and 15 fathom: but if you desire to Anchor here, you must be sing the Island Placho, to bear North from you, abreast of the Rock that lies South from the City, a little from the shore. There is very good Riding in ten or eleven fathom Water; you may sail through between the foresaid Rock, to the Southward of the City, and the Land of Tenedos without danger.

From the North point of Tenedos, towards the Straits of Constantinople, your Course is N.E. by N. about three Leagues and a half; and with that Course you run by the Islands Mavarea, leaving them on the

Larboard fide

From the Westermost Point of Tenidos, to the Islands of Mavarea, it's N. E. by E. four Leagues, with the same Course sailing towards Constantinople, you come to sall a little below the Point of Nasolia, called Cape Jenesari.

These Islands are small and low, the Southermost and least, lie from the said Straits S. W. and S. W. by W. N. E. and N. E. by B. about a League, or more, but the Northermost and biggest lie from thence

W. S. W. and E. N. E. about a League.

The Islands Embro and Samandrachi, lie distant from these Islands N. W. seven or eight Leagues. Embro is the lowest, and lieth nearest to the Straits, in length like the Island Tenidos, but Samandrachi is the highest, and also the Northermost; you may see them sailing in this Passage, right over against the other, but Samandrachi above Embro.

The Coast of Nationia, between Bobaborea and the and the South-point of the Straits of Gonstantinople called Jenefari, lies for the most part N. N. E. and N. by E. There are but few Creeks here, but a strait Coast, except at that sandy Point over against the North-point of Tenidos, that reacheth a little from the shore, with a small Creek to Seaward, towards the

Island Plache, it is even Ground all over.

Upon Cape Fenefary standeth a House, with three Mills, and several little Hills; to the Southward of the same it is high Land, full of Trees. There reacheth a Sand from the Point, a Gun-shot off W. by N. in the Sea, which must be shund; but being to the Northward of the Sand, and that you are abreast of the Point, then you may in Sounding run along the same.

N. E. from Cape *Fenefari*, is another Point white and ragged, and a Village near to it; from this Point also reacheth a Spit of Sand, but not very long, it is steep too, for Musquet-shot off there is ten fathom Water.

At the entrance of this Strait between both Lands, it is not above three quarters of a League wide; and at the first to sail into it, the Course is E. by N. and E. N. E. afterwards N. E. and N. E. by N. towards the Castles.

N. E. by E. half a League from Cape Jenesari, it's or 16 fathom deep, good Ground, you may there Anchor where you will.

A Description of the Gulf of Constantinople, or the Sea of Marmora.

To know Cape Jenesari, which is the Southpoint of the Strait of Constantinople when you come from Sea, is already described.

At the entrance of the Strait, between both Lands, it's not above a League broad, the Course as afore-said, and it's about Gun-shot wide, coming near to the Castles. Then the South-point of the Straits reacheth so, as the Passage seemeth to be closed up,

that you cannot fee the Sea.

Those that would fail into the Straits of Constantinople between the Castles, they must keep near to the Castle at the S. E. side, for by the N. W. side goes always a forcible stream outward, and chiefly in the Winter; yea, sometimes so extraordinarily, that with a good and stiff Gale of Wind, you can scarce stemn it; also, you must not come too near the S. E. side about Musquet-shot from the shore: From the Land at some places are Rocks under Water, which must be shun'd, but the N. E. side is very clean, that in failing along you may fail close by it, and also fail to it, and from it, without any danger; in the Passage between the Land, it's about two Leagues wide. From these Castles inward, the Course is North, and N.by E. a League. Towards a low Point which lies on the East-side, and hath a Point reaching towards the Westshore, on which standeth a little House, and a thick and high heap of Stones, which must also be shun'd, as when you fail up from the Straits, there reacheth a Bank of Sand a good way from the shore towards the West-side: Between the Castles and the foresaid Point, on the East-side, there is some Points. All the Ships that come here, must both in failing up or down, come to an Anchor, and lie still three or four days to be searched: You Anchor there near a green Place that lies up the Land. Those that come from the Eastward, being past the point of this Bank, must Luff up close by the Point next to the East-shore, and come to an Anchor. You must be careful that you lie not too far from the shore, and so miss Anchor-ground, for a Musquet-shot to the Southward of the Bank, it's 20 fathom deep: This happens fometimes, that the Ships coming from above with a strong North, or Easterly Winds, for then there goeth a forcible stream outward, and not gaining the shore soon enough, are suddenly driven from their Anchors between the Castles.

Over against this Point on the West-side, (or a little to the Northward of the Westermost Castle) lies the City Mayta, next which on the Land are many Mills; between Mayta and the Point, it is about a League wide. From this foresaid Point (or from the Wrack of the Castle) to Galipoli, the Course is N. E. by E. and E. N. E. seven or eight Leagues. To the Westward (or behind Galipoli) there is a great Bay, where you may Ride well in a N. N. E. Wind, but an



East Wind is indifferent; there is in the Road 20, and 25 fathom, and you lie before the Arsinal.

To the Eastward of Galipoli, is also a great Bay, but the City standeth on a Point, and the Land is

even

Samandrachi,

Embro.

Mavarca.

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even and low, in manner as is afore prefigured. Between Galipoli and Mayta, you must always stand nearest the North-side, but not too near in dark and thick Weather, for at some places there lieth certain Shoals, upon which if you stand too near, you may perhaps strike; yet in Sounding you may find them, and may difcern where they lie by the colour of the

On the Natolian fide, the Land hath some Bays, that you may perhaps touch on some of the Points thereof. Coming from Galipoli, in dark or thick Weather, and as you come from above, there feems to be no opening, fail towards the high Land which lies to the Northward of Mayta, on Galipoli side it openeth it felf; coming near to it, you may Ride under the same Land in all Notherly and Westerly Winds; in the Passage between Galipoli and Mayta, it is at divers places about two Leagues wide.

Over against Galipoli, at the South-fide lies a ledge of Rocks, which you must shun, either in failing in or out: This ledge reacheth far from the shore, it's very steep, that at one time you will have 30 fathom, and the next cast ten fathom.

Between this Ledge and the Main, to the Southward, you may Ride almost in all Winds, but you must sail to the Westward of the same, for at the Eastend it reacheth with a tail to the Main.

Over against Galipoli, behind the foresaid Ledge, Camanar. lies a City called Gamanar, close to the Water-side on low Land, but Galipoli lies somewhat higher; and upon a certain Point to the Eastward, standeth a large Light-House over against it, a Gun-shot from the shore lies a sunker Root, on which heretofore many Ships have struck, therefore that Light-House is set for a Mark, otherwise it's all over a clear Coast.

> Between Galipoli and the City Camanar, the Channel is a League over; from Galipoli towards the Island Marmora, the Course is E. by N. and E. N. E. eight or nine Leagues, and with this Course, you will fall about a League to the Northward of Marmora, and two Leagues to the Southward of the Point Rodesto. Marmora and the Point Rodesto, lie opposite to each other, and it's about three Leagues broad between them.

From Galipoli Eastward a good way, it's very low and even Land, and shoal Water all along, and Musquet-shot from the shore, it's four fathom deep; at the end of the low Land, about two Leagues to the Eastward of Galipoli, lies a round Hill, below which there standeth many Trees, with a long white Tower, but you lose fight of it immediately in failing: Eastward of this Hill is a Valley, wherein and about, standeth many Trees: abreast from this Hill, about a League from the shore nearest to Seaward, it's not above 14 or 15 fathom deep, but all good Ground; that it's thereabouts shallow Water, but near the Land it's very shallow, therefore stand not too near the shore hereabouts; this Shoal reacheth Eastward two Leagues toward the forefaid Hill.

Eastward from this Hill, on the Natolian fide, lies a great white Rock not far from the shore. Galipoli, as aforesaid, standeth upon a bare low Point, and is not very easie to be known coming from the Eastward, This Point and the Island M for then it lieth under the Land; but by the foresaid and West, 20.0121 Leagues. round Hill you may know that it's about two Leagues from thence. When you fail from thence Westward to Galipoli, it beginneth to be deeper, and you will see another Hill on the high Land, close to the Waterfide, from thence you are about a League from Galipoli, and then you have 20 fathom Water, all good Anchor ground, you may fail close along the shore, only beware of the Rock under Water, lying off from the Light-House,

Between Galipoli and Marmora, between the North and South Land, the Strait is five or fix Leagues over.

Marmora is a high and short Island, the highest ly-Marmora. ing in the Gulf; coming from the Westward, it appeareth in two Hills, and a little low Island to the Northward, and with two or three Islands to the Southward; these also are low and not great. Sailing from the Castle to Galipoli, then may you see Marmora, you being to the Westward of Galipoli, to the Northward of the City Galipoli you see this Island over it; you may fail to the Southward of Marmora, between it and the low Islands, as most do in the Winter, because the Winds then commonly blow at South, and S. E. but in Summer, and in good Weather, for the most part they go to the Northward, between Marmora and Rodesto, by reason then it's most times little Wind.

Between Marmora and the Islands to the Southward of it, it's all over clean Ground; nevertheless with those that have great Ships, and not well acquainted, it's best to fail to the Northward of Marmora; but the Italians commonly fail through to the Southward, between Marmora and the Natolian shore, where there is good Road in many places. There is a Point of Land to the Southward of Marmora, on the Coast of Natolia, which at a distance shews like an Island.

S. E. by E. from the East-end of Marmora, about half-way over, there lies a funken Rock, on which there is not above eight or ten foot Water, which in failing to the Southward of Marmora, you must take heed of.

Point Rodesto, over against Marmora, is a reasonable Rodesto. high Point, higher than the other Land thereabouts; with a Northerly Wind you must not come too near this Point, because you may perhaps chance to lose a Mast by the Wind, coming down from this Point in Gusts and Flaws, as with those Winds it doth.

East of this Point, it is again low and even Land, and in the Bay lies the City Araclea, near which on the high Land standeth a great many Mills.

Those that are forc'd to turn between Galipoli and Marmora, or from thence to Constantinople, must not stand over too near the Natolian side; for on the other shore there goeth the least Tide, but on the other it runneth forcibly to the Westward.

From Point Rodesto East, and from the North side of Marmora, E. by N. 13 or 14 Leagues, is another Point, reaching not far out; to the Eastward thereof is good Anchoring. A mile to the Eastward of this Point, there is a great white spot in the Land, by which it may be easily known: Next to this is a white Strand, and shallow Water, a Gun-shot from the shore there is but five fathom, and failing from thence to the Westward it grows deeper, from 10 to 15 and 20 fathom Water, all good Ground.

Between this Point and the Natolian shore, it's about it Leagues broad; E. by S. and E. S. E. five or fix Leagues, is another Point, both which make a fine Bay: This last is Clay like Sand, of a reddish Colour, with forme few Houses standing thereon of from thence reacheth a Bank of Sand to Seaward, that about two miles off you have not above five fathom Water. This Point and the Island Marmora lie distant East

From this Point East-ward, the Coast reacheth E. by N. Northerly a League, till you come to the West-point of the City Constantinople, to which you Constantimust not come nearer than nine fathom, and fail along nople. the same, till you come near Sarail, at the N. E. Point, and then Luff up towards Galita, where the Ships use to Unload.

When

Bank.

madrachi, N. E. by N.

When you would let fail thence, you must remove with you Ship to Toppena, that with a Northerly Wind and the Stream, you may fail from the City Conftantinople.

Between the City Constantinople, and the Islands that lie South from the City, it is about a League and a half broad; but the Land of Natolia Southward lies distant from the City seven or eight Leagues.

Courses and Distances from one Place to another.

From Point Bobaborea (or Cape Maria) to the S. E. Point of Lemnos, N. W. by W. 10 of 11 leagues From Bobaborea, to the Island Aystrati, W. by N. 12 or 13 leagues From Bobaborea, to the East-side of Tenidos, North, and N. by W. 16 leagues From the N. E. Point of Tenidos, to the Straits of Constantinople, N. E. by E. 3 leagues From the S. E. Point of Tenidos, to the S. E. Point of Lemnos, West, and W. by S. 9 leagues From Tenidos to Cape Suguri, S. W. by S. and S. S. 13 leagues From the S. W. Point of Lemnos, to the Island Aystrati, S. W. and S. W. by W.

11 or 12 leagues From the S. E. Point of Lemnos, to Cape Suguri, S.E. by S. and S. S. E. II leagues From the West-point of Tenidos, to the Islands Mavarea, N. E. by E. 3 leagues From the Southermost Islands Mavarea, to the Straits of Constantinople, N. E. by E. From the biggest or Northermost Island of Mavarea, to the Straits, E. N. E. about a league From the Island Mavarea, to the West-end of Samandrachi, N. W. 7 leagues The Straits of Constantinople and Monte Santo, lies distant W. by N. and E. by S. 22 leagues From the Straits to the Island Lemnos (or Staylimene) W. by S. 11 leagues From the Straits to the West-end of Samandrachi, W. N.W. 7 or 8 leagues From Cape Fenesari, first E. by N. then E. N. E. N. E. and N. E. by N. towards the Castles, about 4 leagues From the Castles to the low Point North, and N. by E. almost I league From the low Point to Galipoli, N. E. by E. and E. 7 or 8 leagues N. E. From Galipoli, till you come to the Northward of Marmora, E. by N. and E. N. E. 8 or 9 leagues 13 leagues From the Island Marmoratto Constantinople, East, 22 leag. From the S. E. Point of Lemnos, to Embro and Sa- From Point Rodesto to Constantinople, E.by S.22 leagues

Here followeth a Description of these Lands, and how they appear at Ses.

Thus appeareth the Island Lemnos, when the high round Hill bears N. W. from you, and three Leagues from Point Bobaborea; the high round Hill lies on the N. W. fide of the Land, with a Cafile on it.

Thus appeareth the Island Lemnos, when the Southermost of the two high Hills bears N. W. and the Northermost N. W. by N. about five or fix Leagues off, you then fee more Land reaching to the Northward.

Thus appeareth the Island Aystrati, bearing West four or five Leagues from you; then may you at the same time see the Island Tenidos, bearing N. E. by E. eight Leagues from you. The Islands Embro and Samandrachi also, with the Main Land of Natolia, and Bohaborea, also the West-end of Metelin, called Cape Suguri, that bears then S. by E. and S. S. E. seven or eight Leagues off. The Island Sio may also then be seen, bearing West of Meteline.

Tenedos appeareth thus, bearing N. E. by E. eight or nine Leagues from you.

Sto appeareth thus, bearing South, and S. by E. from you.

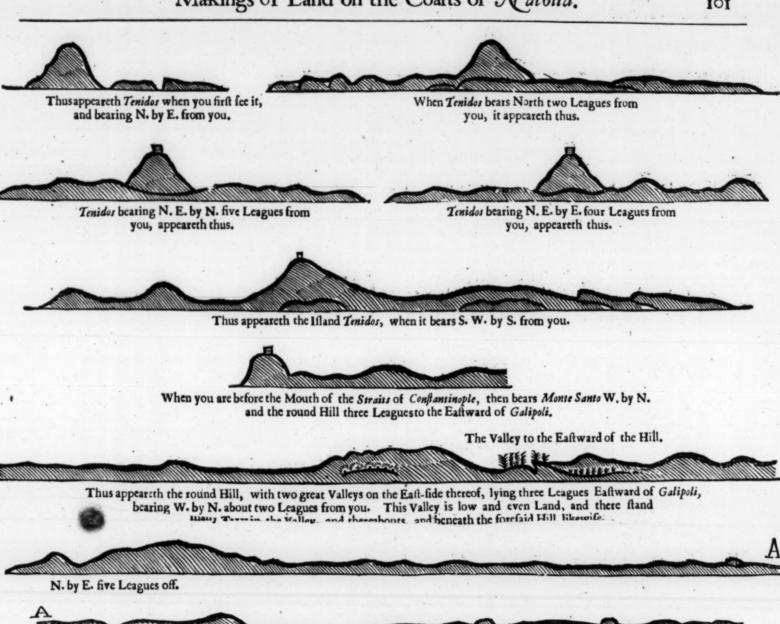
The Islands Samandrachi and Embro, shew themselves like high Hills, when they bear N. by E. and N. N. E. from you. When you first fee them, they appear like to many Islands, then you fee Tenidos to the Eastward of them, in fashion of a Loaf of Bread.

Cape Bobaborea.

Metelin.

Thus appeareth the Land and Point of Bobaborea, bearing S. E. and S. E. by E. about five Leagues from you, but being farther off, the Point seems to be an Island, descending to the Northward. The Island Meteline, you may see either to the Southward, or Wellward of the same, with a high and broad Hill. The foresaid Lands, to wit, Aystrati, Tenidos, Sio, Samandrachi, Embro, and Bobaborea, were all drawn at one time, being four or five Leagues Eastward of the Island Aystraiti.

Thus



These two shew the Coast of Roma, from Point Rodesto Eastward, when those Places bear as aforesaid. The Land of Araclea, that reacheth Eastward to Rodosto, it's low and even Land; and being five or fix Leagues to the Eastward of Rodesto, and 3 or 4 Leagues from the low Land to Seaward, it appeareth thus.

Thus appeareth the Bay of Araclea, or the Point of Rodesto, bearing West seven or eight Leagues from you. When you come from the Eastward, and first get sight of it, then seemeth that round Hill, and the Land on which it standeth, like to the high and long Hill of Rodesto; because you cannot see the low Land of Araclea, the Papes Island bears then S. E. by S. from you.

Thus appeareth the Island Marmora, bearing East, and E. by N. about five Leagues from you, and you next that round Hill three Leagues East of Galipoli.

Dd

This Point and the round Hill, lies about a League West of Galipoli, on the North-fide of the Gulf, and shews it felf thus, bearing W.S. W. from you. They that come from the Eastward, and fail W. by S. and W. S. W. between Marmora and Point Rodesto, shall get this round Hill on the Point in sight, sooner than the Point of Galipoli, because it is much lower, whereby you may the better know it.

When the East-point of Marmora bears S. S. W. two or three Leagues from you, it appeareth thus, with such a Rock or Island due
East from it, it lies not far from Marmora; for in rainy dark Weather you can see Marmora, then also may you see this Island. This was drawn in dark rainy Weather, that the other Islands that the Main Land on either fide could be feen, nor the Point of Rodefto.

When Marmora bears West, about 13 Leagues from you, it appeareth thus.

When Marmora bears W. by S. from you, it appeareth thus:

Natolia

A Description of the Coasts of Natolia.

Natolia East of Marmora. S. W by S.

S. W. and S. W. by S. from you.

The Island to the Southward of Marmora, S. W. and S. W. by W. from you, fhews thus.

Marmora.

These three Figures must be joyned together by their Marks.

Marmora W. by S.

Coming from the Eastward, and the N. W. end of the Island Marmora bearing W. by S. four or five Leagues from you; so that the Island to the Southward of it and the main Land of Natolia, at the East-side of it appeareth together, as in these three Figures above. At the North-end of Marmora, you may see another little Island; the two Islands to the Southward of it bear then S. W. and S. W. by W. from you, seeming low. Between these is a good Road. The West-end of the main Land of Natolia bears then S. W. by S. about three Leagues from you.

E. S. E.

The Island of Natolia.

Papes Island S. E. and S. E. by E.

The high Land of Natolia West of the Papes S. E. by S.

When you are four or five Leagues Eastward of Marmora, Papes Island bearing S. E. and S. E. by E. five or fix Leagues from you, with the two Hills; the high Land of Natolia to the Westward of it S. E. by S. and part of the main Land to the Eastward of it E.S. E. from you, appeareth thus.

Thus appeareth Papes Island, when it bears S. S. E. five or fix Leagues from you. Detween the Land and Papes Island, it is about 10 or 11 Leagues wide.

Papes Island appeareth thus, bearing & F and 3. E. by S. low Land of Rodeste, it seemeth then to be a great Rock, with a little one to the Eastward of it,

CHAP. XI.

Describing the Western Sea-Coasts of Natolia, and also the Havens of Smirna, and Fogie Nova, with the Islands of Xio, Meteline, and Rhodes, with the Caftle Rossa.

Rom Cape Calaberno, towards the Castle between Meteline, and the Land of Natolia, the Course is N. E. nine Leagues.

The East-point of the South-fide of Meteline, is high, like to the Point of the main Land of Natolia, over against it is Fogie Vechia, lying about four Leagues distant.

West from the foresaid East-point of Meteline, lies a Haven called Porto Gero, being one of the fairest Havens on the whole Coast; and lies distant from the Channel between Xio and Agunto, N. E. by N. and S. W. by S. nine Leagues.

This Haven is not easily known coming from Sea, by reason it is shut up, and the Points as it were inclofing it; so that you must be very near, before you can

difcern the entrance thereof. The best Marks not to miss of this Haven, for those four Leagues from the Land, like to an Island, between this and the foresaid East-point, lies the Haven, fail betwixt this Point and the black Hill, and you will certainly come right with the Haven.

At the West-side lie two Islands, or Rocks, the East shore behind the Point, is good Riding in 12

the Westermost is the biggest, the Eastermost lies close to the West-side of this Haven; the Points lie distant from one another East and West: The Westermost is a low and even Point, from which reacheth a small

Spit of Sand downward, therefore stand not too near it. How to From the foresaid West-point, lies a black Rock, fail into get that in fight, and fail towards it: Leaving it on Porto your Larboard side, sail to the Southward of it, be-Gero. tween the foresaid flat Point, and the black Rock, but nearest the last; for at the Point (as is said) lieth a Rock, but very deep, close to it, that you may fail near, or round about it; the Course between this Rock and the flat Point is N. W.

When you are abreast of the said Rock, then sail N. W. to another Rock, which you will then see, of a red Colour, lying distant from the said black Rock W. by N. but from the flat Point N. W. by N. You that would go in thereat, are these: West from Cape must leave this red Rock lying on your Larboard side, St. Maria, (or the East-point of Meteline) lies a and sail between the Rock and the Main, and then black Hill, that shews it self when you are three or Northward to a little Island, on which standeth a Tree: Lying North from this faid red Rock, you Ride there with a Fast on this Island, and an Anchor to Sea-

Between the foresaid red Rock and the Island, at

Porto Gero.

or 15 fathom Water; you then Ride Landlockt, and sheltered in all Winds: This Point lies distant from the Western flat Point N. N. W. and S. S. E.

From that Island, the Haven reacheth farther in N. N. W. You may Anchor where you will, it is all over good ground, and about 15 or 16 fathom water.

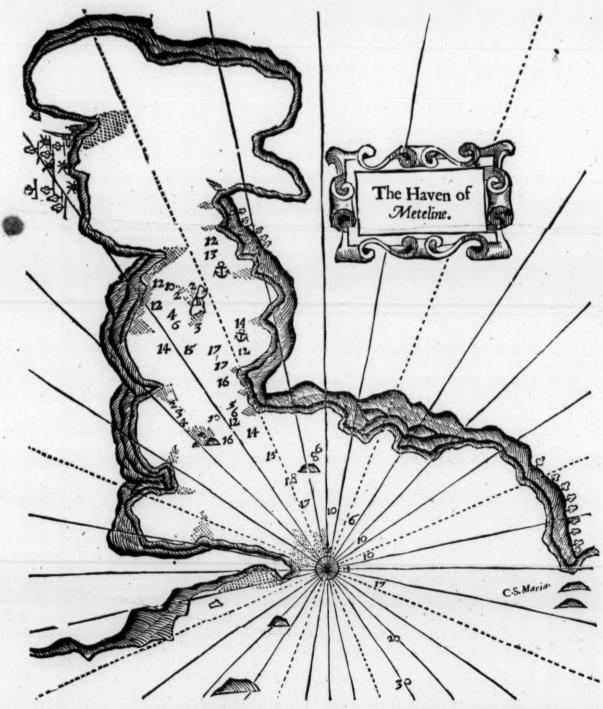
Those that come from Smirna, or Meteline, and would go to Xio, and by contrary Winds are hindred, cannot do better than to Ride here, and wait for a

Cape Calaberno lies distant from this Haven S. W. by S. seven or eight Leagues, and the Point of Fogie Nova S. E. by S. seven or eight Leagues off. Fogie Nova, and Fogie Vechia, lie distant N. by E. and S. by W. fix Leagues; between them is a great Creek, reaching a good way Eastward within the Land.

The Point of Fogie Vechia, lies four or five Leagues from the East-point of Meteline, or Cape Maria, these are two high Points; and at the Point of Fogie Vechia, is a round Hill whereby it is eafily known: Between these two Points you sail into the Channel, between Meteline and the Land of Natolia.

Fogie Vechia is a small Point, reaching from the Main. On the N. E. fide of that Point, and also on the Southside, are two great Bays; there lies also an Island to the Southward of the Point, on which standeth a flat Tower, and further within the Point of Fegie Vechia; lie more Islands, where you may Ride: To the Southward of Fogie Vechia, on the Natolian side, you may Anchor any where under the low Land, there is even and good Anchor-ground.

From Fogie Vechia to the N. E. Point of Metcline,



it's N. W. and N. W. by N. five leagues: In this Channel you fail by feveral small low Islands, that lie on the Natolian fide; between these Islands and and Meteline, it's about 13 Leagues broad. You may Ride between the Islands, and also round about the fame, it is all over fair and good Ground. Upon the Northermost Island standeth a short decayed Steeple, and nigh that Island lies another, with two Hills like South, and S. E. Winds, at 35 and 36 fathom Wato a Saddle, where you may Anchor round about it:

The Southermost of these little Islands, is a long low Green Island, near this lieth another somewhat higher; between these you may fail, leaving the low Ifland on your Starboard side, and so fail into the Channel till you come before a little Town, which you will see lying on the North-side of the Haven: Under the Westermost of these Islands, is good Riding in ter, good Ground. To the Westward lies another Dd 2

small Island overgrown (as is the other) with Bushes; cially in dark Weather, or by Night.

On this fide of Meteline lies also some little Islands, but close to the Land; the Coast there also is very

At the East-point of the Island Meteline, lies a great Castle called Mollivo, and the fair City of Meteline: Behind the Point whereon the Castle stands, to wit, on the West-side of the Castle, you may make good Road in South, S. W. East, E. N. E. and N. E. Winds.

About two Gun-shots from the foresaid Castle, to the Northward, lies a little Island not far from the Land, where you may also Ride between that Island and Meteline, in S. E. S. W. and N. W. Winds.

A little to the Westward of this Island, is also a Point of Land, behind which you may Ride and lie sheltered in all Winds, except N. W. North, and N. E. Winds; there is good lying, especially before

the Village, called Petera. Those that coming from the Southward, and would fail between Meteline and the main Land of Natolia, towards Bobaborea, or those that would fail within Meteline from Bobaborea, must keep nearest either to one fide or other, for in the midst lie several sunken Rocks, and running nearest one of the fides, till the Castle Mollivo upon Meteline, come abreast of you, then are you past the said Rocks, and may boldly sail from side to fide.

At the West-end of Meteline, also is a good Haven, called Porto Suguri, taking its Name from Cape Suguri; there lies an Island before the Haven with fome Rocks near to it. To the Westward of that great Island, if you would fail into this Haven, you must go to the Southward of that Island; being at the South-side of this Haven, it's impossible to get in with a Northerly Wind, for that blows right out.

Within the Haven, you Anchor where you will, either on the North, or South-fide; it's all over good Ground, only on the South-side of the Haven lies a Rock, but above Water, that you may fee it.

Cape Suguri, is the West-point of Meteline, and lies distant from Cape Bobaborea N. E. and S. W. fix Leagues; and from the N. E. end of Xio, N. by W. and N. N. W. nine or ten Leagues, but the Island Ipsera lies distant from Cape Suguri, S. S. W. about ten Leagues; and from the N. W. Point of Xio W. by N. four Leauges.

At the West-side of Ipsera, is also a Haven, between this and a little Island that lies at the West-side of it, where you lie sheltered in North and Southerly Winds; you may come in on either fide, and out likewife, but if you defire to fail in or out to the Northward, you must keep near the Point of the Haven of the little Island, for there lies a Rock near Ipsera, on which is not above feven or eight foot Water; and being within, Ride where you will.

A Description of the Road of Smirna.

If coming in from Xio, you would fail for Smirna, over against it, is the East part of the Gulf of Smirna, that is, the Land of Fogie Nova, this is not so high, but bare and naked Land, whereby it is known; the Land you must leave on your Larboard side coming from Meteline, and failing towards Calaberno.

Coming to Cape Calaberno, fail then S. E. till Starboard side; but this is no good passage, espe-

This Island Egleness lies about four Leagues from A ledge of Cape Calaberno. In the midst of the Gulf of Smirna lies Rocks a low Island, and pretty large; fail close by it, and shun fair and good, that you may Anchor all along the shore. the North-side, for there lieth a Bank alongst the Shoal, South-shore, which once was Land, but now sunk. The North-shore where the said Bank lieth, is very low Land, almost even with the Water, beset with Trees, which you get fight of before you see the Land, and the Land appeareth a great way off in many Islands, you see on the East-side; and in sailing up to Smirna, you leave them on your Larboard fide. To the Southward of the foresaid Island, or further in the Gulf, lie more Islands, where you may Ride in Northerly Winds, especially for such as sail out; between the Southermost Island and the Main, there is the best Road, and all over good Ground. These Islands in failing up to Smirna, you must leave on your Starboard fide.

> When you are past the first Island, or when you are abreast of it, you will see two high Mountains, called the two Brethren, fail S. E. by S. towards them, between the Islands Egleness and the great Shoal, till you come to the high Land at the South-shore, that is about fix Leagues; there is in this passage between these Islands and the great Bank, 20, and 24 fathom Water, good Ground, and about a League wide.

In failing, run alongst this Land till you come to a flat Point, reaching from the South-shore to the great Bank, that it is not above a Bow-shot wide.

In this passage alongst the high Land. about Gun-Water, but near the Point is not above fix or feven fathom; fail about a Cables length from the South-shore, and then you need not fear the Bank.

From this low Point to the City, it's East, and E. by N. about four Leagues.

Being past the Strait, and sailing towards Smirna, you must shun another Bank, lying to the Eastward of the foresaid great Bank.

Between Smirna and the foresaid low Point in the passage, it's about nine and ten fathom deep, but coming too near this Bank, or the South-shore, the Ground is hard, by which you may know you are near either the shore, or the said Bank; which for the Night is a very good token.

Coming from Smirna, you Anchor before the City in nine and ten fathom Water, good foft Ground.

If you would fail from Smirna outward by Night, you must have a care of the shore, which you may know when you are near, by the hardness of the Ground. A little to the Eastward of the flat Point, there lieth a Bank, which with Sounding, you may run alongst unto the faid flat Point.

When you are past the Strait, sail yet a good way along the South shore, till the two high Hills (called the two Brothers) bear S. E. by S. from you, fail then N. W. by N. towards the Illands of Egleness, and so

At Smirna is laden Cotten, Fillado, Tapestry, and fome forts of Silk; this hath been in Ancient Times a great City, but at present of little consideration, being then first fail to Cape Calaberno, being the West-point almost decayed. You may see the remainders of state-Fogie of Smirna, high Land and easily known. The Land ly Buildings, and parts of Arches and Marble Pillars, Nova. and thick Walls, whereby it may be gueffed what a famous City it hath been. At the East-point of the Gulf of Smirna, lies Fogie Nova; there is a good Road in all Winds, especially for such as by contrary Winds cannot fail up the Gulf.

The South-point of the Island Fogie Nova, lies diyou get the Islands Egleness abreast, and on your stant from Cape Galaberno, East four Leagues, but the Point to the Northward E. N. E. This Town or

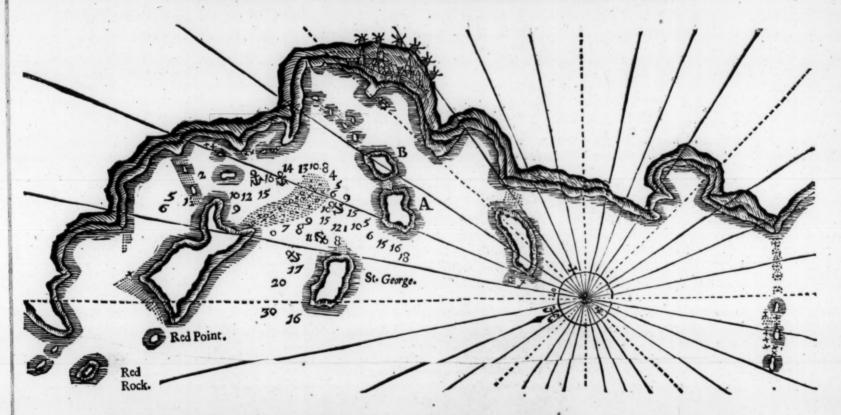
Ipfara.

Eglenes.

on the high Land near the City.

Road, may be known by fix or feven Mills, standing red and steep Point, and from the South-end reacheth a Ledge of Rocks; the said Ledge at some places By Fogie Nova lie some Islands, behind which you may be seen above Water. To the Westward of that may Ride; the biggest and longest lies to the Northward of the Town, at the North-end of which lies a to the Southward of St. George, are two other I-

A Description of the Islands and Roads before Fogie Nova.



flands, as in the Map they are marked A B.

If you defire to come into this Road, then fail to the Northward or Southward of St. George, according as the Wind will serve; if to the Northward, then fail between St. George and the long red Island, till you come close to the foresaid Ledge of Rocks; you may fail very near it, for it's deep enough. And when you are come to the end of the faid Ledg, then you must Luff up to the Northward about the Point, and run in behind the ledg, and come to an Anchor in 14 or 15 fathom Water, foft Ground, and the nearer the Rock the deeper; you may run so near, that youmay throw a Stone on it.

If you would fail to the Southward of St. George, then sail between St. George and the Island marked with the letter A, to the foresaid Rock, and being past, or abreast of it, come to an Anchor as aforesaid. But between the great Island and the Main, you must not fail, for there lies another Island between, having on both sides thereof not above four or five foot Water: This is a good place to take in Ballast, for those that would lade Cotten at Smirna; and here also is good fresh Water to be had; without, or beyond this Ledg, you may likewise Anchor between the Rock and St. George; but W. N. W. N. W. North, and N. E. Winds blows there right in, but in all other Winds you lie sheltered.

A Description of the Road of Xio.

but from the North-end of Andrea, E. by S. 18 you may plainly fee it. Leagues: At the West-end of Xio stand many Light-Houses, and near the S. W. Point of Xio, lieth there is good fresh Water; the Island is called St. George, a great Rock, called Venetico.

Round about this Rock it's clean good Ground, and the Land also about it, that without danger you may

fail between it and the shore, but it's best to go to the Southward of it, that in calm Weather, you may not be hove ashore.

From the foresaid Rock to the Channel, between the main Land and Xio, it reacheth N. E. and S. W. about two Leagues.

Coming past the Point, sail Northward towards the CareSt. City Siro, till you come nigh Cape St. Hellen, which Hellen. is a red Point lying to the Southward of the City, and upon it standeth a high and large Light-House; here stand not too near to the shore, for there lies a flat Point of Sand, which you must shun.

Being past the Point you will see the City, to which you may fail, and come to an Anchor in 20, 18, or 15 fathom Water; the Ground is foft and muddy, that it's no good lying there, if it blow any thing hard, especially with a Northerly Wind: But to the Northward of the City, or North from the Castle that standeth at the North-end of the City, standeth two or three Mills; near them, about Gun shot from the shore, it's better lying, and good Ground, where you have about 20, 16, and 12 fathom Water.

Those that would be in the Haven of Xio, must fail City Xio by that Light-House that standeth in the Water, over against the Town, a Ships length to the Northward of it, and close by the Rock into the Haven, leaving the faid Light-House on your Larboard side, and the Rock on your Starboard fide.

A League to the Northward of the City Xio, lies Porto The South-end, or the S. W. Point of Xio, lies a fair Haven, called Porto Delfyn, lying almost at the Delfyn. distant from Tino and Micono, E. N. E. 13 Leagues, end of the Island; failing by Xio alongst the Land,

> Before the Haven there lieth a little Island, on which close by which you must sail, when you are bound into the Haven. Both to the South, and Northward of the same, it's deep Water, and good clean Ground;

with a Fast either on the North or South-shore, and the from the side, and there you may take what fresh an Anchor to Seaward.

In the middle of this Road lieth a Bank, which you must shun; on which there is not above nine or ten foot Water, there you lie sheltered in all Winds: From thence to the North-end of Xio, it's about a

Those that would fail from Xio to Smirna, to the Eastward of Agunto to Spalmentori, must steer E. N. E. which will bring them to the entrance between Spalmentori, and to the main Land of Calaberno, which is the S. W. Point of the Gulf of Smirna, and then your Course is N.by E.

But they that will fail between Xio and Spalmentori Westward, must fail close by Xio; for near Spalmentori, the Ground is all over foul.

The Island Spalmentori, is a low Green Island; likewife those two or three small Islands lying by it, are low and Green.

Between the Island Spalmentori and the Rock Stravole, which lies at the North-end of Xio, is not above half a mile; you may fail through without danger, leaving the Rock Stravole on your Larboard fide, and the two round Islands near Spalmentori, on your Larboard side; there is 50 and 60 fathom Water, but just within close by the Island Spalmentori, it's not above 15 or 20 fathom deep, fair good Ground, till you come to the foresaid two little Islands. From the Passage between Xio and Spalmentori, to Cape Calaberno, the West-point of Smirna, the Course is E. N. E. and N. B. by E. three League

Coming from Smirna, or from Cape Calaberno, to Xio, it seemeth as if there were many openings or Creeks, into which you might fail. By reason of the many Islands that lie between Xio and Calaberno, and because that the Islands of Spalmentori are low, yet you must leave them all on your Larboard side, and sail W. S. W. and S. W. by W. till you come to the high Land of Xio, leaving the Rock Stravole, and the Island Spalmentori, with the two little Islands to the Westward on your Larboard side, and from thence to Xio S. by W.

A Description of Rhodes.

The S. E. Point of Rhodes, lies distant from the East-end of Scarpanto, N. E. by E. 16 or 17 Leagues, and Cape Traquille about three Leagues.

East from the Point to Seaward, lies a great Rock above Water, which lying to the Northward of you, looks like a Ship. Three Leagues to the Northward of this, lies another great Rock above Water; and between these two Rocks, a little from the shore on the East-side (that is about a League to the North-Road, and good Sandy Ground, where you may have

you may fail as far up as you will, and Ride moared good fresh Water, digging a Hole in the Sand a lit-Water you please.

A Description of the Island Caitle Rossa.

From the S. E. Point of Rhodes, (or from Cape Traquille) to the Island Castle Rossa East, and E. by N. is about 29 Leagues. This Island lies close by the Coast of Natolia, there standeth a Castle upon it, and between that and the Sea-fide stand some Houses; behind that Island is very good Road, and fresh Water to be had.

About 16 or 17 Leagues S. E. by S. from this Island, there lies a Rock under Water, almost in the middle of the Channel, between Candia and Cyprus, which you must take good heed to shun. This N. W. Point of Cyprus (to wit, Cape Baffa) lies distant from the Island Caftle Rossa E. S. E. and S. E. by E. 47 Leagues.

The Courles and Distances from one Place to another.

From the N. W. end of Xio to Ipfera, W. by N. From Ipsera to Cape Suguri, (the West-point of Mew. and N. N. W. 9 leagues From Cape Galaberno, to Porto Suguri, N. W. by N. 11 leagues From between Xio and Spalmentori, to the Haven Porto Fero, N. E. by N. and N. E. 8 or 9 leagues From Cape Galaberno to Porto Jero, N. E. by N. 7 or 8 leagues From Cape Calaberno, to Fogie Vechia, N. E. and N. E. by E. 9 or 10 leagues From the Point of Fogio Nova, to Porto Jero, N. W. 7 or 8 leagues by N. From Fogie Nova, to Fogie Vechia, N.by E.7 leagues From Fogie Vechia, to the N. E. Point of Meteline, N. W. and N. W. by N. From Cape Suguri, to Cape Bobaborea, N.E. 7 leagues From Cape Suguri, to Tenidos, N. E. by N. and 12 or 13 leagues From Cape Suguri, to the Channel between Andrea and Negro Ponte, S. W. 26 leagues From the East-end of Scarpanto, to the S. E. Point of 12 or 13 leagues Khodes, N. E. by E. From the S. E. Point of Rhodes (called Cape Traquille) to Castle Rossa, (on the Coast of Natolia) E. by N. 29 leagues ward of the S. E. Point of Rhodes) there is a fair From Castle Rossa, to Cape Bassa in Cyprus, E. S. E. and S. E. by E.

How these Lands appear at Sea.

The East-Point of Meteline.

Fogie Vechia.

Thus appeareth the East-point of Meteline, with the Point of Fogie over against it, when you are by the Point of Calaberno, or before the Gulf of Smirna, when the foresaid Point of Meteline bears North seven Leagues from you, the Point of Fogie Vechia N. E. by N. from you. You may then between these two Points, see some other high Land, which is the Land of Bobaborea.

The Haven of Meteline.

Cape Maria.

When Cape Maria (which is the Southermost Point of the Island Meteline) bears N. E. by N. and N. N. E.

from you, it appeareth thus: At the Cross is the Haven of Porso Jero.

Fogie Vechia

Islands.

Coming from the Northward, on the infide of Meteline, and a little to the Southward of it, next to the high Land of the Point on the South-fide of Meteline, then the Point of Fogie Vechia appeareth in this manner, with the Island on which the Tower standeth, lying to the Southward of it; on both sides of this Point lie several Bays, where you may Ride.

When you are between Ato and Microsom, you measure to mine Leagues from you, then Xio and Inferra S. W. eight or nine Leagues from you, then Xio and Inferra appear as in the Figures is already described: But the Point of Calaberno, bears then S. E. and S. E. by E. from you, and appeareth thus: The sharp Hill on the East-Point is easily known, and you may see it when you lie before the City of Smirna.

East-point of Calaberno.

West-point.

East-point of Xio.

Thus appeareth the Land of Calaberno, with the Island Xio to the Westward of it, as is described in these two Figures.

When you are between the Island Meteline, and the Point of the main Land to the Eastward, called Fogie Vechio, the high slat Hill of Calaberno bears then S. S. W. seven or eight Leagues from, you, and the high and broad Hill in the midst of Xio,

S. W. nine or ten Leagues off.

West-point of Xio.

This is the following part of the foregoing Figure, describing Xio, and must be joyned together.

The West-point of Calaberno towards Xio, and the Eastermost Point of Meteline, lie distant S. W. a little Southerly, and N. E. Northerly, about eight Leagues; the East-point Xio towards Calaberno, and the East-point of Meteline, bear S. W. and N. E. nine or ten Leagues distant; and the West-point of Xio lies distant from the fore-said East-point of Meteline, W. S. W. and E. N. E. twelve or thirteen Leagues, but the Island Ipsers more Easterly and Westerly.

Fogie Nova.

When you are between the Island Meteline, and the Point of Fogie Vechia, which is the East-ward of the Gulf of Smirna, appearing in this manner, being seven Leagues from you: Joyn this to the Cut aforegoing.



Coming within the Gulf of Smirna, the Mountains of Smirna appear as in this and the following Figure, the Crosses must be joyned together. Coming within the Gulf, you see these Islands lying against the main Land.

This

Makings of Land on the Coasts of Natolia.



This here above is the Southermost high Mountain, with three Hills at the North-end, towards which you must sail, to shun the great Bank, coming within the Gulf, and would fail towards Smirna, as aforefaid.

How the Islands Xio, Ipsera, Samo, and Nicaria, appear a Sea.

Sailing from Micono towards Xio, you fee the Islands Nicaria, and Samo, lying on your Starboard fide; Nicaria is a long even Island, but in the midst thereof there is a Valley; when that bears S. S. E. from you five or fix Leagues off, the Island sheweth thus-

Samo appeareth fhort and high, especially at the West-point; when that bears S. E. by E from you, then it

appeareth thus; and fuch little Islands you may fee to the Westward, lying towards Nicaria.

The high Land of Calaberne Valley. at the Point of Xio. Rock Veneitce

Thus appeareth the Island Xio. when the North-end bears N. by E. about four Leagues off, and the South-end N. E. by E. and E. N. E. three or four Leagues off. Xio may be known by these Marks, when you first get sight of it, It lies short, and high double Land, with high Hills, and sharp Hills, as may be seen above; the South-end of the Point is very uneven, and a little from it to the Southward, lies the Island Venetico: You may also see the main Land (to wit) the high high Land, and coming from Andrea, either from the North, or Northward, being four or five Leagues at Sea, failing along to the Northward of it, then Xio shews very long; and coming to the Northward, to the end of the double Land, then Xio is much higher to the Northward than at the South-end, for then the high Mountains all lie to the Northward. And a good way within the Land from the Point, lies a Valley, and just at that Valley riseth the high Mountain with two Hills, as may be seen,

Thus appeareth Xio when you are to the Northward of it, between Meteline and Xio, when the South-point bears S. by E. and S. S. E. and the West-point S. by W. eight or nine Leagues from you; the West-point of the South-side of Meteline is then N. N. W three Leagues off, Ipfera bears then S. W. and the Point of Calaberno S. E. by E. Xio may alfo be known by this, when you are to the South, or Westward; It hath many Light Houses, and the North-end high Land, full of Trees and Bushes, very like to Schapello.

Thus appeareth Ipfera, when it bears N. by W. seven or eight Leagues from you.

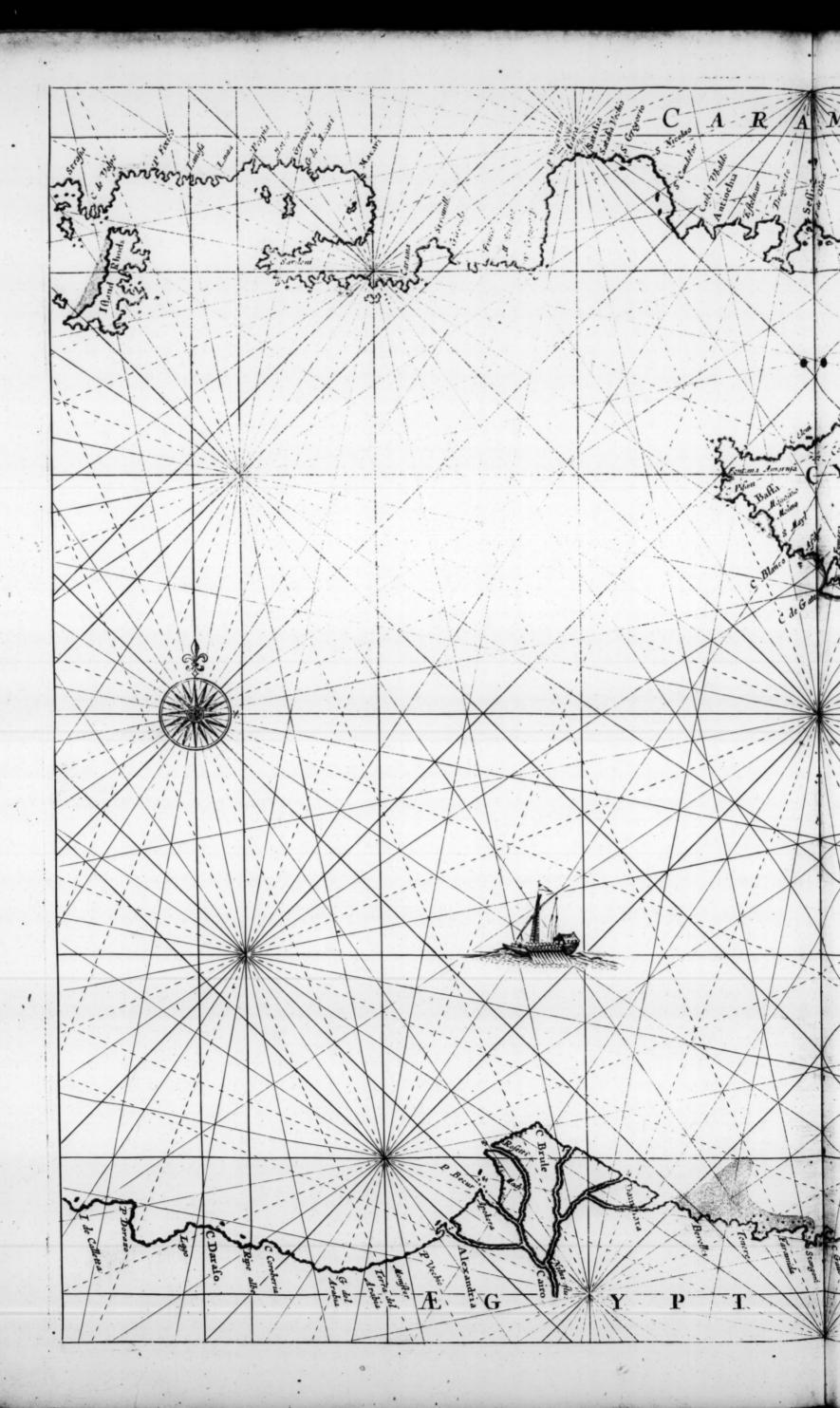
Thus appeareth Ipfers, when it bears S. W. feven or eight Leagues from you.

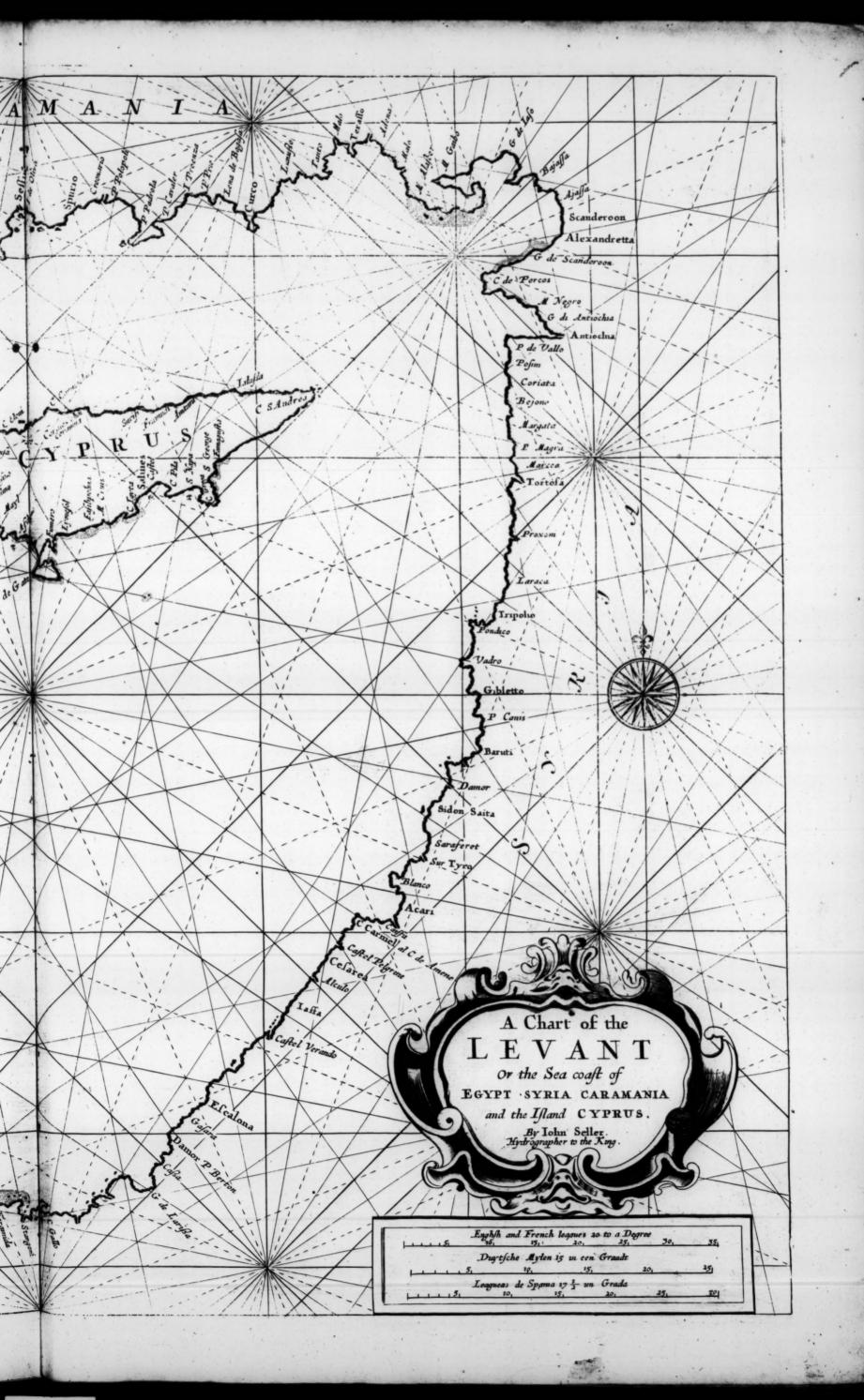
Thus appeareth the West-end of Rhodes, when it bears N. W. by N. nine or ten Leagues from you.

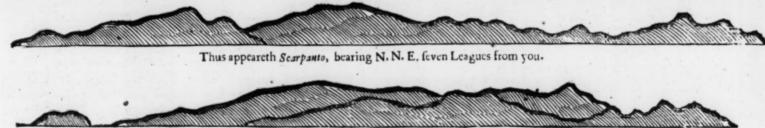
This belongeth to the foregoing Figure, the letters A A must be joyned together, being the East-end of Rhodes, bearing N. N. W. nine or ten Leagues from you.

Thus appeareth Scarpanto, being eight Leagues to the Northward of it.

Thus







Thus appeareth Scarpanto, bearing N. by E. from you. . .

CHAP. XII,

Being a Description of the Island Cyprus, the Levant, with the Coast of Egypt, between Damiata and Alexandria.

Solomon) and Cape Baffa (the West-point of Cyprus) lie distant E. by S. eleven Leagues. You must not sail to the Eastward of that, lest you fall to the Northward of Cyprus; for it is hard getting to the Southward again, by reason of the Southerly and Westerly Winds, which most times blow there, and the Current fetting to the North-

Cape Baffa is a flat Point, the I and from thence reacheth Northward, four or five Leagues, to the Northermost Point of Cyprus, about sixteen Leagues. N. W. from the foresaid Northermost Point of Cyprus, lies a Rock under Water, which you must take good

Cape de Gata is the Southermost Point of Cyprus, and lies distant from Cape Baffa, S. E. by E. nineteen or twenty Leagues; about midway between these two lies Cape Blanco, which is a high Point eafily to be known; and to the Westward of the Cape, lie some Rocks. And about five Leagues to the Eastward of Cape Baffa, lies the Town Baffa, before which lies a great Ledge of Rocks, about a League from Cyprus; you may sail in there, either to the Eastward, or Westward, but the East passage is the best and wideft.

To fail into the Road of Baffa, you must fail in by the main Land, to shun the foresaid Rocks, till you come to the City, or right before the Castle, where you may Ride in eight, seven, or fix fathom Water: You lie there well sheltered, but S. E. and N. W. Winds, blow right through, but do not any great

In the Mornings and Evenings, the Wind here bloweth off the Land, and about a S. E. Sun, it grows calm; and again towards Sun-fet, you have the Wind fresh from the Sea, and then calm again, before it comes off the Land, this seldom or never fails. Therefore those that fall with Cyprus, though in a Storm, may fail towards it in the Evening; for as is faid, it grows calm, and then again the Wind comes off shore.

to Sea, coming from the West, and at first fight of it, it feems to be an Island, lying from the main Land of Cyprus, as if you might fail to the Northward of it, but it is fast to the main Land, with a small Bank from you: Moar your Ship that one Anchor may lie reaching to Cyprus.

To the Eastward of Cape de Gata, four or five Leagues to the Northward of it, lies the City Lymefol, in a Creek.

Coming from the Westward, and past Cape de

He Eastermost Point of Gandia (called Cape | Gata, then fail Northward, and you will get the City Lymefol in fight; it is eafily known, by a great white Castle that stands on the shore: You Anchor there before the City in twelve, ten, eight, or fix fathom Water, and all good Ground.

.Cape de Gata, when you lie there, bears then South, and S. by E. from you: In Winter time commonly you Ride in eight or nine fathom, but in Summer at fix. You lie there sheltered almost in all Winds, because the City lies in a Creek, but a S. W. Wind blows

right in, that is there the worst Wind. From Lymefol to the Point to Southward of Salines, The Point the Coast of Cyprus reacheth E. by N. and E. N. E. Southeleven or twelve Leagues; but from Cape de Gata, to ward of the foresaid Point, to the Southward of Salines, the Course is N. E. about thirteen Leagues: That is a flat low Point, and a Light-House thereon, though not made use of, except in time of need; next this Point lies a great shoal, but it is all clean and fair Ground; you may fail as near this Point as you will, Sounding from five to three fathom Water. And by reason that the Land is low, you think you are farther from it than you are, which may deceive you.

About three Leagues to the Northward of this Point, is the Road of Salines: Sailing from Cape de Gata towards Salines, you will fee afar off from the Land, a steep and high Mountain, that is easily known, because it reacheth above all other Mountains, and is called Monte Cruis; you fee it failing alongst the Coast, because it lieth far up in the Country, bearing W. by N. from the Road of Salines. Therefore when you come to the Westward of the Cape de Gata, and to the Eastward of Cape Grega, and see this Mountain bear W. by N. from you, you may fail right to it, and you shall come to the Road of Salines; it's no City, but there stands some Pack-Houses, and a Church. Larvicho is the City, from whence the Merchandize come that are there loaden; it lies East, half a League in the Country

If you defire to ride in the Road of Salines, then Salines. keep the Church, called Lazerus-Church, right with Cape de Gata is a high Point, which reacheth off the Pack-Houses that stand on the Keys, and then come to an Anchor at ten, eight, or five fathom, as you think good; there is the best of the Road.

The foresaid low Point bears then about S. S. W. S. W. the other N. E. for a S. E. Wind, which is there the worst.

All this South Coast of Gyprus is a good Coast, and without any Shoals, all over good Anchor-ground at ten fathom; but about the midst, between Lymesol and

Sunken

Rock.

Baffa Road

the low Point to the Southward of Salines, lie some Rocks close to the shore.

Twelve or thirteen Leagues at Sea, South from Salines, lies a Shoal, over which a Ship cannot fail, called by some the Black Ground, and by other some the False Ground; there the Current runneth very forcibly, that in calm Weather it's a dangerous place.

From Salines to Cape Grega, the Course is East, and E. by S. about seven Leagues. Between these a League Eastward of Salines, lies another Point, Cape Pila, called Cape Pila, on which standeth a Light-House; Cape Grega is a long Point, reaching out with a high even Hill, and the end thereof like a Sconce, whereby it is easie to be known.

> About four Leagues Northward of Cape Grega, and one League from the Bay that lies to the Northward of the Cape Grega, lies Framigusta, the most renowned Sea-Town of Cyprus: It appeareth with two great Castles, and many Spire-Steeples, which feems afar off, like a Fleet of Ships.

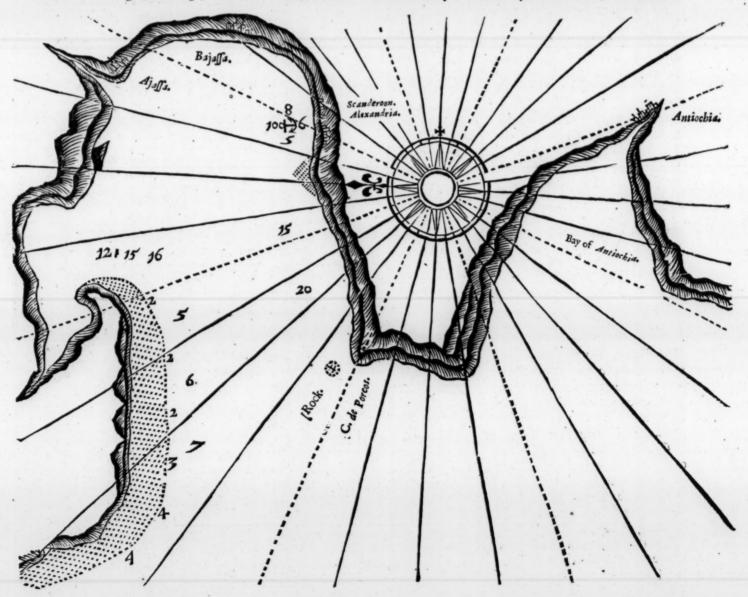
> This Cape St. Andrea, is the Eastermost Point of Cyprus, it lies distant from Cape Grega N. E. by N. about fixteen Leagues; Off Cape St. Andrea lie two or three Islands, but all clear and fair.

A Description of the Coast of Syria.

From Cape Grega in Cyrus, towards Alexandretta, towards Scanderoon, the Course is N. E. 32 or 33 Leagues, which Course will bring you with the Southpoint of the Bay of Alexandretta: This South-point ap-This Cape is high and steep; there is another Point Scanderoon may be known by two Castles, both which

fomewhat lower, and being to the Southward of you, appeareth in shape like a Swines Snout, and therefore called by the Italians, Cape de Porcos; a League to Cape the Northward of the Cape, lies a funken Rock. To the Northward of Cape Porces, you fail into the Bay Scandeof Scanderoon: But four Leagues to the Southward roon. of this Cape, is a great Bay (called the Bay of An- Antiochia tiochia) almost like to that of Scanderoon, and some-Bay. times is taken for it; it hath also some Mountains on the South fide. But how to know these two Bays from one another, you must know that the Northside of the Bay of Scanderoon appeareth in another manner, than the North-fide of the Bay of Antiochia. When you come from Cape Porces, and get fight of the North tide of the Bay of Scanderoon, you first To know fee three or four great Hills, but not so high as at the Antiochia South fide; those appear like three Islands, and are Bay. feen before the first Island, which is low and white fandy Land, with a white shore, you cannot see it before you are near to it. Near to the shore lies a great Shoal to Seaward, that at two or three fathom Water, you are a League from the shore; therefore you must be sure and make use of your Lead, or else you may be aground before you are aware of it.

These Lands in the Winter, are oftentimes covered with Clouds, that they are not eafily known. Coming from the Southward past Cape Porces (to wit) the South-point of the Bay, the Course is along the South shore from thence to Scanderoon E. N. E. and E. by N. seven or eight Leagues; this South Coast is all fair, except a League to the Westward of Scanderoon, there is a Bank which you must peareth in 3 or 4 high Mountains making a deep Bay. Thun, yet you may found, and run round about it.



fland

stand within the Land, the one is a new White one, of Alex- and the other which is the Northermost is old and deandria and cayed, and near it you must Anchor at twelve, nine, seven, or five fathom Water, as near, or as far off as you please; there is fair sandy Ground; the North, and the N. E. Winds, are there the worst; sometimes with Easterly Winds it's bad Riding there, the Winds come whirling down from the high Mountains, that make the Ships sometimes to drive from their Anchors. To the Northward of Scanderoon lies a Town, called Bajassa, on the North-side of the Bay lieth another Town, called Ajassa. Those that coming from the Westward, and would fail to Scanderoon, must fail by Rhodes, alongst the Coast of Garamania.

Likewise those that defire to fail from Gyprus to the Westward, and have not a fair Wind, for such, it's not amiss to fail for the Coast of Caramania, the better to further their Voyage; for the Current in these parts runs to the Eastward, between Candia and Alexandretta, and then along the Coast of Syria, it runs Northerly, between Cyprus and the Land of Scanderoon, and from thence Westward; but you must be careful to shun the two Rocks aforesaid, to wit, the one that lies obout fixteen Leagues from the N. W. Point of Cyprus, the other that lies S. E. and by S. about fixteen Leagues from Caftle Rossa. Coming near to Rhodes, you may fail either to the Northward, or Southward of Candia, according as the Wind will ferve you. You must observe, that if the Wind be North, or N. W. or if it hath lately blown out of either of these Quarters, then there in ten and twelve fathom Water. runs such a forcible stream between Khodes and the About a League Eastward from

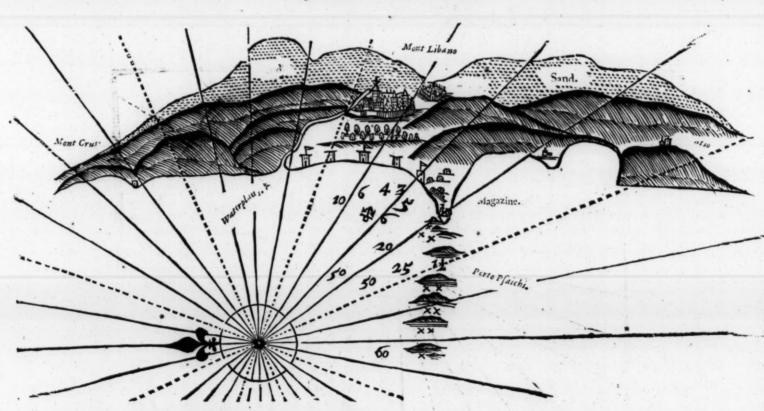
West end of Gandia, that you might think to fail with your Course to the Northward of Gandia, and yet by reason of the Current, be driven to the Southward; which must be observed, especially by Night, or in dark Weather.

A Description of Tripoli in Syria.

From Cape St. Grega in Cyprus, to Tripoli, the Course is S. E. about 27 Leagues, it lies distant from the Bay of Alexandretta N. by E. and N. N. E. 36 or 37 Leagues. If you defire to fail from Salines, or Cape Grega to Tripoli, you must not sail to the Eastward, or E. S. E. but rather more Southerly, that you may not fall to the Northward of Tripoli: For, as is faid before, the Current along the Coast of Syria, runs very forcibly to the Southward. If you fall with the Land at any place to the Southward of Tripoli, it may be known by a very high Mountain, which for the most part lies covered with Snow, called Monte Libano, which may be seen 21 Leagues at Sea. At the North of the foot of this Mountain, lies another round Hill, or Mountain, called Monte Grus; and a League to the Southward of it, lies another Mountain, with a high steep Point; between this Point and the round Mogntain, lies Tripoli; coming near to Tripoli, you shall see three or four great Rocks with a Ledge reaching from the South-shore towards the North: You may fail to the Northward of thefe,

About a League Eastward from thence, is the Road

Thus appeareth Tripoli.



of Tripoli, in which you will have five or fix fathom Water bad Ground; therefore you must be sure to ferve your Cables well, if you intend they shall not cut.

The Road is right before the Pack-Houses, and there is a Wood between the shore (on which the 37 Leagues, and Tripoli and Barnti lie distant S. S. W. Pack-Houses stand) and the City, so that when you and N.N.E. 14 or 15 Leagues; the Town Baruti lies on lie in the Road, you cannot see the City for the a Point reaching off, from the high Land to Seaward. it over the Wood.

From Salines to Baruti, the Course is S. E. about Trees, but being near the foresaid Rocks, you may see It's a low flat Point, and being four or five Leagues from it, it shews like an Island; the Town lieth on Ff'a

the Noath-side of the Point: between the end of the the shore, that no Vessel can come to the Town, nor Point and the Town, stands a Church, and on the West-point standeth a Light-House; you Anchor there to the Northward of the Town, near to a Turks Church. The foresaid steep Point to the Southward of Monte Libano, or Tripoli, is a good Mark to know the Land by, and it lieth thirteen Leagues to the Northward of Baruti; you may see it a great way at

A Description of Sidon, 02 Saita,

The Town of Sidon lies distant from Baruti, S. S: W. seven Leagues, and from Salines in Cyprus, S. E. by S. about forty Leagues. The Town of Sidon stands upon a Rock, about a Gun-shot from the Main: and from the Coast to Seaward, lies a great Rock or little Island not very high; for being two or three Leagues at Sea, you cannot differn any there to be, but it seemeth to be joyned to the main Land; you must sail to the Northward till you come behind the Rocks, and there come to an Anchor. But to fail for the Road to the Southward, it's dangerous for great Ships, for there lie many Rocks both above and under Water, and therefore fit failing for none but Barques, and those ought also to be well acquainted; but to the Northward it is very clean and good, and five fathom deep, when you are but two Ships length from the Rock, where you will have good clean fandy Ground: You may Ride there with a Cable ashore on the Rock, and carry an Anchor aftern towards the Main, which Cable must (as aforesaid) be well served, for the Ground at many places is not good; and the Island is so full of small Rocks lying close to

any other place, but only in a small Creek by the Castle.

To the Northward of Sidon, the Land is high and How to double, but to the Southward not so high, and at the don, end of the double Land, at the South-end, lies the City Sidon; therefore when the South-end of the double Land bears E. S. E. from you, then the City lies E. S. E. and S. E. by E. which Marks observed,

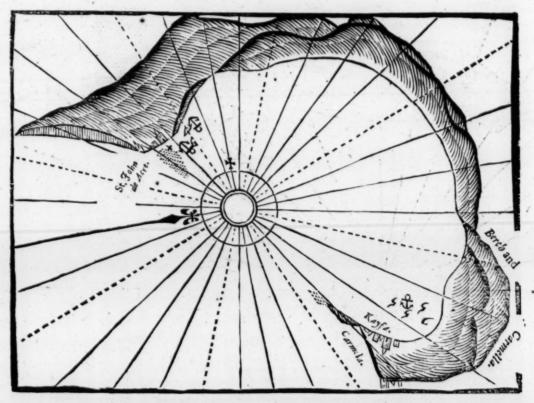
you will not fail coming right with it.

Between Tripoli and Sidon is a fair Coast, without any Islands or Rocks, it reacheth S. W. by S. and N. E. by N. about feven Leagues. To the Southward of Sidon, lies Suxo, aforetime called Tyrus, being a Tyrus. waste and uninhabited City, lying close by the Seaside; on the North-point of the Town is a Haven, and to the Westward of it lie some Rocks, you must fail to the Northward of them, leaving them on your Starboard fide, and so fail unto the Town; you lie sheltered almost in all Winds, except North, which blows right in. By this is a high even Point of Land, and many Towns, or Steeples: They that would fail from thence towards Sidon, will fee two other Points. Upon the first, or Southermost, stands a Light-House, and on the Top thereof many Trees; and from the same, you may see the Town of Sidon afar off, like to an Island, with a broad Castle at the Water-side.

Four Leagues S. W. from Suxo, lies Cape Blanco, Cape which is a high Rocky Point, upon it standeth a white Blanco. Church, and to the Northward of the foresaid Point by the Water-side, standerha Tower; these are very From this Point reacheth a Shoal, about a League to

Seaward, which must be shunned.

The Bay of St. fohn de Acre.



Five Leagues S. W. from Cape Blanco, lies the Point of Ca mel, called Cape St. Margriet de Amene, Carmillor by the English Cape de Melle: It is a long point of Land, and on it flandeth a flat Tower. From this Point reacheth a Bank Northward to Sea, and North-Westward behind this faid Bank, is a good Road in Weflerly or Southerly Winds, and the nearer you lie to the shore, the better the Road.

Between Cape Blanco, and the Point of Carmel, is a great Bay, and about the midst thereof lies St. John de Acre, it's a waste and uninhabited Town; you Anchor there to the Eastward of the Town, in six or feven fathom Water, bad Ground: here likewise you must serve your Cables well; and here duly you have evey day the Sea break.

Between

Scaffallo, commonly called Gaiffa, near which is a very good Road for those that are bound to the Southward.

Four Leagues to the Southward of Point Garmel, Pelgrine, lies the Castle Pelgrine, having two or three Spire Towers thereon, and two or three great Houses thereabouts; and the Road is at fix or feven fathom Wa-

ter, Rocky and foul Ground. Two Leagues to the Southward of it, lies the City Gefarea: On the East-shore there is neither Haven nor Road, it's a waste City, and quite demolished. Seven Leagues to the Southward of Cefarea, lies Fassa, and within the Town of Jaffa lies a black Hill, upon which standeth two white star Towers, which is easily known. From the South-side of Faffa, lies a Ledge of Rocks, before the City to the Northward: To the Northward of it, you may come to the City with Boats, but not with a Ship, for at most there is not above five foot Water. The Ships must Ride before the said Ledge, in ten, and twelve fathom Water, that the two Towers aforefaid, bear S. E. by S. from you; there is the best Road and good Ground; and if you bring the Towers to bear more Easterly, you will find

The Coast to the Southward of Jaffa, is very foul, that if any should drive from their Anchors, there is no shelter for them; but to the Northward of Jaffa, about half a League, it's fair fandy Ground, and from thence to the Northward, the shore is foul and steep, and very deep, that a Musquet-shot from the shore, all over, you have 5) and 36 fathorn Water unto Point Garmel, and the Ground to lott, that it will not flick to the Lead.

About three or four Leagues to the Northward of Jaffa, stands a four-square Tower on an outer Point, almost like the Towers of Jaffa; they are called by the Turks Alebenalam. About the midst between these Towers and Faffa, standeth a tall Tree which shews like a Flag at Top-mast head, and is often taken for a Flag upon a Steeple; to the Southward of it, you may fee two high black Mountains, and from thence towards Jaffa, the Land is all whitish: to the South-ward are all white Sand-Hills, and to the Northward of Jaffa it's all reddish Land; and the more to the Southward, the lower the Land. These are good Marks to know the Coast of Jaffa, and the Land to the Northward of the same.

From Jaffa Southward, the Coast reacheth S. W. and N.E. and about 13 Leagues to the Southward of Escalona. Jaffa, lies the Town Escalona.

Along these Coasts run oftentimes forcible streams. from the South to the Northward; therefore those that would fail this way, must be well furnisht with

Anchors and Cables. Those that would sail from Gandia to Jaffa, or to any other place on the Coast of Syria, and not in the Island is a broad and good passage. fight of Cyprus, it's necessary they should be to the Southward thereof seven or eight Leagues, in regard of the foresaid Current, that for the most part runs to Sail.

the Northward.

Of the Sea-Coalts of Egypt.

The City Damiata lies distant from Jassa, W. S.W. 53 Leagues; and fix or seven Leagues to the Eastward of Damiata, reacheth a great shoal from the Land, fome Leagues to Seaward, where there is not above three, two, and at some places one fathom Water.

Damiata hath two high Towers, whereby it may

Between Acre and the outermost part of Point Car- an Arm of the famous River Nile, which causeth The River mel, lies another small Town, or Village, called high Water there. Before Damiata is good Ground Nile a great way off, by reason of the Mud that is brought down by the Waters of Nile into the Sea; but both to the East and Westward of Damiata, the Ground is hard.

> From Damiata to Cape Brule, the Coast reacheth W. N. W. Northerly, nine or ten Leagues; this Coast is very low Land, with abundance of Trees, and good fandy Ground.

> When you first get sight of this Coast, the Trees that stand here and there in heaps, seem to be Islands, for you see them a good while before you see the Land, because it is so low: About half way between Damiata and Cape Brule, yet nearest the last, lie two Mountains, and right West of Damiata lie two Hills, which feem to be two red stony Clifts; these are good Marks whereby you may know the Coast.

> Along these Coasts a great way at Sea, it's even Ground, and shallow Water; and you may within fix or feven fathom off the shore without danger, Anchor where you will,

From Cape Brule to Resetti, the Coast reacheth Cape W. S. W. fix or feven Leagues. Cape Brule is high Land, and to the Westward of it towards Resetti, the Land is very low, almost even with the Water, and you are in ten fathom Water before you can see the low Land, and then you are about three Leagues from the shore; you may see the Vessels that Ride in the Road, before you can fee the Land.

Referti hies open to the Sea, upon an outer Point Refetti.
of Land, it's a fair and well built City: It hath four
or five Towers, and a Laffle lying on that fide next
the River Nile, which tunneth with a great Arm by it, and bringeth down black Water haro the Sea; by all which Marks, Referri is eafily to be known. You there lade Indico, and many dry things, as Buff-Hides, Rice, and other Commodities: Before Rofetti is a good Road, but in Westerly Winds it's worst lying there. And South of Refert is a great Bay, called Mady, or Med Bay, where there runneth also a great stream from another Arm of the River Nile, into this Bay.

Before this Bay lies an Island, behind which is good Riding, and good Ground, and if you are forced to remove from Rofetti, then you may run into the Bry of Mady, behind the foresaid Island, and come to an Anchor in fix or feven fathom Water.

Four Leagues to the Southward of Refetti, lies Cape Cape Becur, between these two lies the forestid Island before the Bay of Mady.

Between Cape Besur and that Mand, you cannot fail with great Ships, except you are very well acquainted, for the Ground is very foul, some Rocks lie above, and some under Water; the Turks sometimes with small Ships fail shrough, but to the Northward of

Upon Cape Becur, standeth a Castle, called Apo- Apokera kera, which when you first get sight of, it's like a

From Apokera, or Cape Becur, to Alexandria, the Coast reacheth S. W. by S. about four Leagues; this Land is high and full of Trees.

From Gofo at the West-end of Candia, to Alexandria in Egypt, the Course is S. E. by E. somewhat Southerly, 134 Leagues. But from Cape de Gata (in Gyprus) towards Alexandria, it is S. W. by S. a little

Westerly, 80 Leagues. With this Course you will come to a Point of Land in Egypt, which lies about 16 Leagues to the Westward of Alexandria; this Point is a little higher than be known, and lieth open to the Sea, at the Point of the other Land, and appeareth in two long Hills, but

How to Faffa.

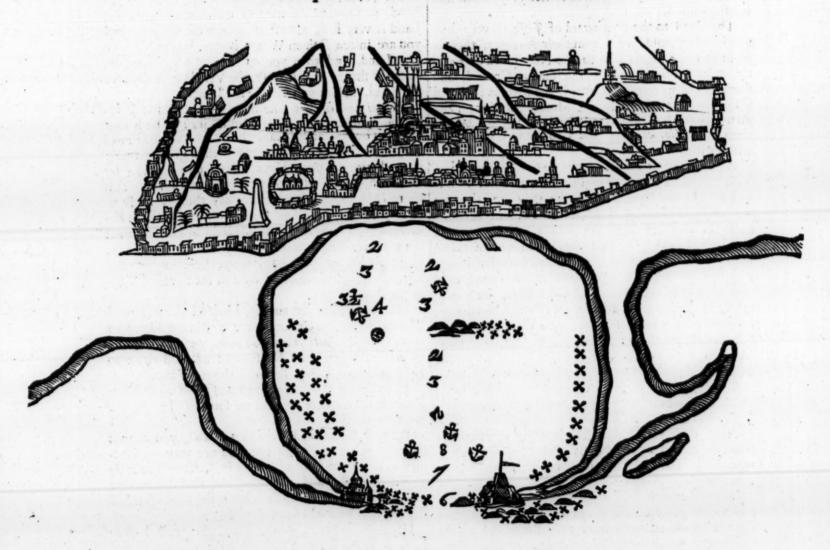
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not high; coming about seven Leagues further East, you will find twenty, fifteen, twelve, ten, or seven fathom Water, but then you are close to the shore. Here are few Marks whereby to know this Land, because it's all low Land uninhabited, that in 25 Leagues running, you see neither Tower, nor Houses, except this Point. And four Leagues to the Westward of Alexandria, lie two black Hills upon the Land, by which standeth the Tower of Arabia. Four Leagues Eastward of this Tower, lies Alexandria. But because the stream, as aforesaid, must be observed, which runneth very hard, especially as the Wind blows, and the Current setting to the Eastward, that some-times you must sail S. W. by W. and if with a N. W. Wind you are by a Wind, sail W. S. W. lest you fall below Alexandria.

To know Alexandria, when you come from the Westward: It shews it self first in two high Mountains, the Westermost is the greatest, and is in fashion like a Country-House; the Westermost is smalleft, and appeareth at first like to a Stack of Hay, then

you see standing upon the highest a Light-House; but if you fall not right with the City, you shall know by these Marks, whether you be to the Eastward, or to the Westward of it. The Land to the Westward of Alexandria, is an even Land, without any Trees at all, and reacheth W.S. W. and W. by S. The Land to the Eastward is all low fandy Ground, and full of Trees, and reacheth from Alexandria to Apokera, or Cape Becur, N. W. by N. four Leagues. You may eafily discern it by the Ground, for near to Alexandria, and the Coast to the Westward of it, it is very deep close to the Land, but to the Eastward of Alexandria, you will have good Anchor-ground, and an even shore all along the Coast, till you come past Damiata, the further East the smoother Water, and when you are out of fight of the Land, it is not above fourteen or fifteen fathom deep, and at some places not fo much; and you may fail as close to the shore as you will, at fix or feven fathom Water; it's even low Land, full of Trees.

A Description of the Haven of Alexandria.



The Haven of Alexandria is a great large Bay, not | not very wide, but the deepest is fix fathom; without very wide at the Entrance; on the Points of the Haven stand two Castles, one on the East-side, the other on the West, which is the biggest of the two, and coming near that, you must fire a Gun.

Rock above Water, and between this Rock and the foresaid Castle, it's foul Ground, that you cannot sail ter, behind which is the best Road in three fathom between them; but East of the foresaid black Rock, and a half. But all over in this Haven, the Ground and close by it, you may sail in; because from the Ea- is sharp, that you must serve your Cables well, if you stermost Castle reacheth a Ledge of Rocks lying under intend they shall not cut; you must sail to the East-

it's ten, twelve, and eight fathom, but within from eight, it shoals to four and three fathom.

Before the City lies a ledge of Rocks, the Eastming near that, you must fire a Gun.

Due East from the West Castle, lies a round black the Southward of it is good Riding. There lies also within the Haven a Rock, about four foot under Wa-Water towards the faid Rock: That between them it's ward of this blind Rock, by these Rocks, which are

four Gaps like Doors, in the Wall of the City; then keep the greatest Tower in the City against the fore-faid Gaps of the Wall of the City, and you need not fear the blind Rock.

Within the Haven on the East-side, it's foul Ground; on the inside of the Westermost Castle, the Turks commonly lie, but the biggest Ships for the most part lie just within the Haven, where the Ground is very foul.

Coming before this Haven, in good Weather, the Pilots will come aboard of you, and bring you into the Haven to the Road. West of the City is another Haven, but not convenient for great Ships, but serves only for Turkish Galleys.

The several Courses from one Place to another, on the Coast of Cyprus.

From Cape Baffa, to Cape de Gata, S. E. by E. 19
or 20 leagues
From Cape de Gata, to Limifol, North, 4 or 5 leagues
From Limifol, to the Point Southward of Salines,
E. by N. and E. N. E.
ILOTIZ leagues
From Cape de Gata, to the low Point to the Southward
of Salines, N. E.
13 leagues
From the faid low Point called Cape Chier, unto Salines, North, and N. by E.
3 leagues
From Salines to Cape Grega, East, and E.by S. 7 leag.

Thwart Courfes.

From Cape Grega in Cyprus, to Cape Porcos, N. E. 32 or 33 leagues From Cape Grega to Tripoli in Syria, E. S. E. 26 leag.

From Salines to Baruti, S. E.	37 leagues
From Salines to Sidon, S. E. by S.	40 leagues
From Cape Grega to Joffa, S. by E.	53 leagues
From Cape de Gata to Alexandria, S.	W. and S. W.
by S.	80 leagues

The Courses and Distances on the Coasts of Syria.

From Cape Porces to Tripoli, South,	36 leagues
	or 15 leagues
From Baruti to Sidon, S.S. W.	7 leagues
From Sidon to Tyro, S.S. W.	7 leagues
From Tyro to Cape Blanco, S. W.	4 leagues
From Cape Blanco, to Cape Garmel, S.	
From Point Carmel, to the Castle Pe	
- by S.	4 leagues
From the Castle Pelgrine to Gefaria,	2 leagues
From Gesaria to Jaffa, or Foppa, S. V	V. or S. W. by
S	7 leagues
From Jaffa, or Joppa, to Escallona, S. W	V. 13 leagues

The Courses and Distances on the Coast of Egypt.

Trom Damiata, unto Cape Brule, W. N. W. somewhat Northerly,

Grape Brule to Rosetti, W. S. W., 6 or 7 leagues

From Rosetti to Apokera, or Cape Becur, S. 4 leagues

From Apokera to Alexandria, S. W. by S. 4 leagues

From Alexandria to Goso, at the West end of Candia,

N. W. by W. somewhat Northerly, about 132 leagues

From Alexandria to Malta, W. by N1 and W. N. W.

S. S. E. 26 leag.

How the Coasts of Cyprus appear at Sea.



Thus appeareth the West-end of Cyprus, called Cape Baffa, bearing S. E. by S. and S. S. E. four or five Leagues; it lies for the most part South and North:



When the West-end of Cyprus bears N. W. and N. W. by N. from you, it appeareth thus.



This appeares Cape Blanco in Cyprus, when it bears E. by S. about three Leagues from you.



When Cape Blanco bears N. W. D. N. tour Leagues from you, it theweth thus:



Cape Blanco appeareth thus, when it bears W. N. w. from your

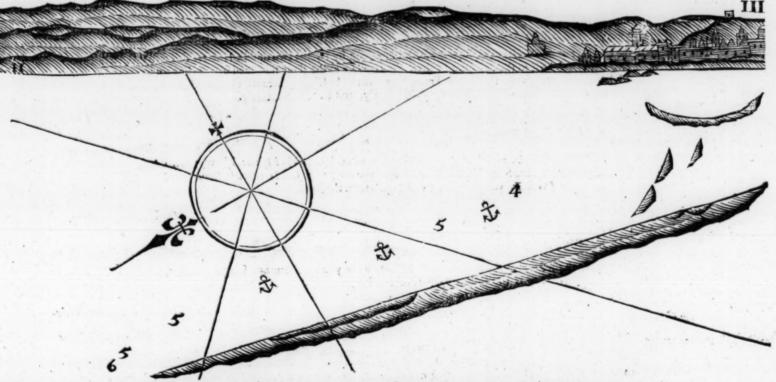
of it, and also to the Southward, appeareth as in these four Figures following.

Thus appeareth the Point of Land between Baruti and Sidon.

The



The Land of Sidon is then in this manner, and belongeth to the foregoing.



Thus appeareth Sidon, with the Land to the Northward of it, with the Island, behind which you Anchor, and is the contowing pass of the Land above.

Ш

The Point to the Southward of Sidon, appeareth in this manner, bearing S. by W. and S. S. W. feven Leagues from you.

Cape Blanco.

St. John de Acre.

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Cape Carmel.

Cape Blanco appeareth thus, bearing E. by S. ten or eleven Leagues from you.

Cape Carmel appeareth thus, bearing S. E. twelve or thirteen Leagues from you.

This is the Land in the Bay St. John de Acre.

Carmel.

Thus appeareth the Cape of Carmel, and the Land in the Bay of St. John de Acre, when Cape Carmel beareth East, seven or eight Leagues from you?

Thus appeareth Cape Carmel, when it bears S. E. and S. E. by S. 10 or 11 Leagues from you.

Thus Cape Carmel shews it self, bearing S. S. E. and when you can just fee it from below; it's like an Island, for then you see no more Land within the Bay, and it's low towards faffa, or Joppa, and to the Southward of faffa, the shore is white fand, and to the Northward of St. John de Acre, it's high Land, and easie to be known.

Lebanon. Dale Tree like to a Flag.

Jaffa, or Joppa.

Thus appeareth Jaffa, or Joppa, and the Island to the Northward of it.

Hh

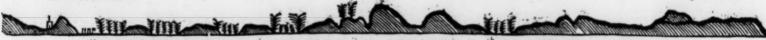
Thus

THURSDAY THE TREETS AND THURSDAY

Thus appeareth the Land mid-way between Damiata, and Cape Brale, when you can but just see it from below, and then you have about 20 fathom Water, good Ground, and about four or five Leagues from the shore. The Land thereabouts is very low, that you may see the Trees before the Land; and coming fomething nearer the Land, it appeareth as followeth.

Two round Hills.

Cape Brule.



Thus appeareth the Land between Damiata and Cape Brule, sailing along by it, the two middle Hills are first seen; the Eastermost is Red Land. A little to the Eastward of that, lies Damiata at the shore side, and may be known by the high Steeple. When you first see the Trees, they seem to be Islands, because the Land is low. This Coast reacheth W. N. W. Northerly, and E. S. E. Southerly.

Thus appeareth Cape de Brule, and the Land to the Westward of it towards Rosetti: It's very low Land, that you may see the Ships lying within, before you can see the Land, in ten fathom Water; you are then two Leagues from the shore.

Rofetti.

Cape Becur, Apokera.

THE PLANT THE

Thus appeareth the Land to the Westward of Rosetti, when you are about five Leagues from it, and is the following part of the Figure above it.

Apokera

Alexandria

In this manner appeareth the Land between Apokers and Alexandria, when the Castle of Apokers bears S. E. by E. and the City Alexandria S. by W. and you about four Leagues from the Land,

Alexandria.

FLOTO DE LA FIRE BULLIONE

Thus sppeareth Alexandria coming from the Westward, with the Land at the West-side of it, which is Sandy Hills without Trees, and deep Water close aboard the Shore.

FINIS.